# Ramsey Ediku

ramseyediku@protonmail.com | [ramseyediku.dev](ramseyediku.dev) | [linkedin.com/in/ramseyediku](linkedin.com/in/ramseyediku) | [github.com/ramseyediku](github.com/ramseyediku)

## SKILLS

- **Languages & Frameworks:** HTML, CSS, JavaScript, React, Node.js, SQL
- **Tools & Platforms:** Git, GitHub, NPM, JWT, Render, Supabase, ScriptRunner

## WORK EXPERIENCE

### Technative Digital: *Junior Software Engineer*

01/2025 – 04/2025                                                                              Brighton, *UK*

- Built and deployed full-stack playlist management app (**React**, **Node.js**, **Supabase**, **JWT authentication**) in a 6-person agile team using Git feature branches and pull request code reviews.
- Led frontend development: designed and styled responsive **React** UI components, integrated backend **APIs** for dynamic data rendering, and implemented authentication flows.
- Contributed to backend troubleshooting, fixing endpoint issues and validating **API** integration with frontend components.
- Executed agile sprints with daily stand-ups, code reviews, and iterative feature delivery across 6-person team

### Usertesting LTD: *Automation Engineer Intern*

06/2023 – 09/2023                                                                              *Edinburgh, UK*

- Developed 2 production **Jira** automation scripts using **ScriptRunner**
- Round-robin tester assignment script: automated distribution of tickets to testers in rotation, eliminating manual assignment overhead.
- Label enforcement script: implemented logic to remove restricted labels from tickets, preventing non-compliant labeling.
- Validated automation reliability across production workflows, ensuring accuracy and consistent execution

### Titanium Tutors: *Web Developer Tutor*

09/2021 – 09/2025                                                                              *Remote*

- Taught 2 long-term clients online in HTML, CSS and JavaScript fundamentals, using hands-on examples and guided problem-solving, enabling independent project completion.

- Created 10+ reusable learning assets (lesson recaps, cheat sheets, exercises) in shared Google Drive, supporting self-directed study and concept reinforcement.
- Developed hands-on, problem-solving-focused teaching approach using real-world coding examples and guided walkthroughs

# EDUCATION

## University of Strathclyde                                            Sep 2020 – Jun 2023

*BSc (Hons) Computer Science*
> **Relevant Coursework**: Data Structures and Algorithms, Software Engineering, Artificial Intelligence, Mobile App Development, Web App Development, Object-Oriented Programming

# PROJECTS

## Point-and-click browser game ([link])                                Apr 2025

*HTML, CSS (SCSS)*
- Engineered a point-and-click web game using only HTML,CSS (with SCSS preprocessor) and advanced SCSS features (loops, functions) to simulate animations without the use of JavaScript, demonstrating CSS mastery and creative problem-solving.

## Playlist Management Website ([link])                                 May 2025

*React, Node.js, Supabase, Render, Netlify*
- Led frontend development for collaborative playlist app with 6-person team. Designed React UI, integrated Node.js backend with JWT auth and Supabase and then deployed with Netlify and Render.