

NEBO STEFANO

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Skills

- **Backend Development** | Ruby on Rails | Django | Node.js | Nest.js | SQL (PostgreSQL, SQLite3) | NoSQL (MongoDB) | RESTful APIs | Database modeling
- **Frontend Development** | HTML5 | CSS3 | JavaScript (ES6+) | React | UI/UX
- **Programming Languages** | C++ | C# | Python | TypeScript | Ruby | JavaScript
- **General:** | Problem-solving | Critical thinking | Communication | Teamwork | Time management | Adaptability | Testing and Debugging | Version Control System (Git) | English (native) | Linux

Experience

- | | | |
|---|-----------------------------|--|
| Freelancer | Freelancing/Contract | 07/2023 - Current |
| <ul style="list-style-type: none">• SNebo, Web developer, Game developer, 3D graphic designer | | |
| Data Analyst Intern | TownCriers | Ikeja, Lagos, Nigeria 07/2023–01/2024 |
| <ul style="list-style-type: none">• Data Visualization and story telling: Utilized data visualization techniques to communicate complex insights to stakeholders, driving business growth and informed decision-making.• Data Wrangling and Analysis: Developed and implemented data processing pipelines to extract, transform, and load large datasets, ensuring data quality and integrity.• Technical Problem-Solving: Applied analytical skills to troubleshoot data-related issues, improving data processing efficiency and reducing errors.• Enriched system metrics by integrating the platforms with telemetry; facilitated in-depth logging by correlating APIs with vector contexts.• Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing | | |
| Front-end Developer | Tech-Up | Remote, Nigeria 12/2020–03/2021 |
| <ul style="list-style-type: none">• Front-end Architecture: Designed and developed a responsive, scalable, and maintainable front-end architecture for a WordPress page, utilizing HTML, CSS, and JavaScript.• UI/UX Development: Created a visually appealing and user-friendly interface, ensuring a seamless user experience across various devices and browsers.• Technical Implementation: Implemented responsive design principles, CSS layouts, and JavaScript functionality to bring the design concept to life. | | |

Education

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|--|--------------------------------------|---|
| Bachelor of Technology | Olusegun Agagu University | Ondo state, Nigeria 01/2019–8/2024 |
| <ul style="list-style-type: none">• Major in Industrial Mathematics and Models | | |
| National Diploma | Ogun State institute of Tech. | Ogun state, Nigeria 04/2016–9/2018 |
| <ul style="list-style-type: none">• Diploma in Computer Engineering | | |

Projects

- **Rails Blog Site:** Developed a full-featured blogging platform with user authentication, post creation, commenting system, and deployment to cloud platforms || HTML, CSS, JavaScript, Ruby on Rails, Render, CockroachDB || Link to [Blog Site](#).
- **Micro Twitter:** Created a simplified version of Twitter with core functionalities such as posting, commenting, and user registration using Ruby on Rails. || Ruby on Rails, HTML, CSS, JavaScript || link: [Micro_twitter](#)
- **Chess:** Designed a Chess game that allows users to play against each other or an AI opponent with scalable difficulty || Python & pygame, Ruby || Python version [link](#) | Ruby terminal version [link](#)
- **Monopoly:** Developed a mobile version of Monopoly, incorporating unique game mechanics and touch controls for a seamless user experience. || Unity3D, C# || [Monopoly game](#)
- **Admin Dashboard:** Implemented a responsive admin dashboard using CSS Grid for layout management and visual appeal. || HTML, CSS || link: [Admin Dashboard](#)
- **Etch-A-Sketch:** Developed a web-based version of the classic Etch-A-Sketch toy using HTML, CSS, and JavaScript. Demonstrates proficiency in DOM manipulation and event handling. || HTML, CSS, JavaScript || live [demo](#)

Mentorship

- **Inventors Backend Dev Lead:** Career advice | Tutoring Web development | Organizing events and Info sessions **(01/2023–04/2024)**
- **Algorithmics Game Dev Tutor:** Introducing kids to Computing, Programming, and game development **(04/2023–05/2023)**