UGBE ADIE

Email: ugbeadie3@gmail.com | **Portfolio:** https://ugbefolio.netlify.app/

Github: https://github.com/ugbeadie

SKILLS

LanguagesFrameworksHTML/CSS/SASSReact/NextJavaScript/TypeScriptTailwind, Bootstrap

Tools
Git/Firebase
VS Code

Soft Skills

Communication Problem Solving Teamwork Adaptability

Team Management Self-awareness

EXPERIENCE

SNAPSACK | React, React-Router, React-icon, Animate-on-scroll

- An ecommerce store with various pages and full cart functionality.
- React router was used for navigation without the page refreshing as the user switches routes.
- Prevented prop drilling by implementing context api to create global variables that can be passed around various components.
- Scroll restoration was used to keep the flow of navigation when going back and forth between different pages.

Live Site: https://ugbecommercials.vercel.app/

View Code: https://github.com/ugbeadie/react-ecommerce-app

MOVIEWORLD | React, React-icon Tailwind, TMDB API

- A movie search app where you can view details of movies and add to your favorite.
- Horizontal scroll with the mouse wheel was implemented to ensure proper space management and improve overall user experience.
- Created a modal to view details and overview of a movie to find one that matches your interest.
- Movies added to favorites are stored in local storage to prevent loss on page refresh.

Live Site: https://moviempire.netlify.app/

View Code: https://github.com/ugbeadie/movieworld

GITHUB?? | React, Github API

- An app to view the github profile of various developers.
- List of github users were fetched from github API.
- Links were implemented to redirect to searched user's github profile on github.

Live Site: https://githubalvzer.netlify.app/

View Code: https://github.com/ugbeadie/github-profile-analyzer

More of my works can be found on my Github: https://github.com/ugbeadie

EDUCATION

University Of Nigeria

Enugu, Nigeria

- Major in Mechanical Engineering
- Coursework: Fundamentals of C, Introduction to Engineering Programming