Divine Hycenth Nworie

Email: divinehycenth8@gmail.com

Website: https://portfolio.builtdivine.com/works

Blog: https://dev.to/dnature, https://portfolio.builtdivine.com/blog

GitHub: https://github.com/dnature

EXPERIENCE

JANUARY 2023 - MARCH 2023

Cytric & Keyoshi (Amsterdam, Prague) - *Web3 Engineer (Remote Freelance)*

- Helped clients understand the technological boundaries in which to design.
- Gathered requirements, and functionalities, and translate those into elegant prototypes, MVPs, and final solutions, using cutting-edge technologies like Solidity, React, Typescript, Web3, and Node.js
- Wrote smart contracts to solve clients' needs.
- Helped clients to deploy projects across multiple chains.

DECEMBER 2021 - JANUARY 2023

Shypple (Rotterdam, Netherlands) - *Software Engineer (Hybrid)*

- Improved app performance by optimizing endpoint. Reduced page loading speed from 15 seconds to less than 1 second (300ms)
- Built and shipped new features and improved previous UX, added A/B testing for features.
- Helped the team understand the technological boundaries in which to design.
- Optimized the performance of front-end solutions with component-based architecture and created custom reusable components.
- Gathered requirements, and functionalities, and translate those into elegant prototypes, MVPs, and final solutions, using cutting-edge technologies like React, Typescript and Material UI.
- Collaborated with UI/UX designers, product managers, and other stakeholders to stay on top of ongoing topics.
- Worked on documenting code, architectural decisions, how-tos and deliverables

SEPTEMBER 2021 - PRESENT

Naeme (Nigeria) - *Founder and Software Engineer (Remote)*

- Lead a team of software engineers responsible for the development, maintenance and revamp of various platforms (Web-based, and native mobile apps).
- Research solutions for application development needs.

- Gathered requirements, and functionalities, and translate those into elegant prototypes, MVPs, and final solutions using Typescript and React for the web app, React Native for the mobile app and Graphql + Django for the API.

FEBRUARY 2020 - AUG 2021

TU Delft (Delft, Netherlands) - *Software Developer (Remote)*
- Researched solutions for application development needs.
- Gathered requirements, and functionalities, and translate those into elegant prototypes, MVPs, and final solutions, using the latest javascript technologies like Vue.js, Electron and Gridsome.
- Collaborated with team to develop a desktop app solution for researchers, using Electron.js and Vue.js.
- Optimized the performance of front-end and back-end solutions.

AUGUST 2020 - PRESENT

Nature UI (Netherlands, Nigeria) - *UI Engineer (React)*
- Built over 38 reusable open-source UI components that can be used independently to rapidly develop web applications, using technologies like React, Typescript, React Testing Library, Emotion, Tailwindcss, Turbopack, Storybook, etc.
- Wrote unit tests for every component using React testing library.
- Defined, created and managed the development of content and technical documentation.

DECEMBER 2018 - FEBRUARY 2020

Nature UI (Netherlands, Nigeria) - *UI Engineer (React)*
- Taught students basic web development which involved HTML, CSS and Javascript.
- Gather requirements, and functionalities, and translate those into elegant prototypes, MVPs, and final solutions, using the latest web technologies like React.js, Graphql and Nodejs.
- Collaborated with team to develop a document management app for use by local government institutions.
- Optimized the performance of front-end and back-end solutions.

SKILLS

Core: HTML5, CSS3 (TailwindCSS, Bootstrap, CSS-in-JS, SCSS, Nature UI), TypeScript, JavaScript *(React, NextJS, Remix, Styled components, Redux, Node), React Query, SWR,* CI/CD with GitLab and GitHub, GraphQL*,* Jest, React Testing Library, Mocha, Chai, Cypress, PostgreSQL, MongoDB, APIs, Storybook.

Dabbled with: *Web3 (Solidity, Ether.js, Web3.js), Vue.js, Python (Django)*

Want to learn: *Rust*