

EMMANUEL EDEM

Design Engineer

WORK EXPERIENCE

Frontend Developer • Jux Studio

FEBRUARY 2025 – MARCH 2025

Built a responsive and immersive landing page with Framer, Framer Motion and Contentful CMS.

Frontend Developer • Overwatch

NOVEMBER 2024 – JANUARY 2025

Developed a user-friendly ReactJS dashboard with SCSS and Redux Toolkit, collaborating with design, conducting testing, and ensuring code quality.

Fullstack Developer • Stunnerrave (Contract)

OCTOBER 2024 – NOVEMBER 2024

Developed both frontend and backend with TailwindCSS and Zustand, collaborating with design, conducting testing, and ensuring code quality.

Developed a user-friendly ReactJS dashboard with SCSS and Redux Toolkit, collaborating with design, conducting testing, and ensuring code quality.

Technical Supervisor • Uncos Naija

NOVEMBER 2024 – JUNE 2025

Led both teams, ensuring timely project delivery while maintaining system architecture.

Promoted collaboration, implemented quality standards, optimized performance, and drove continuous improvement.

PROFILE

I work as a Design Engineer in Abuja, Nigeria, and I serve as the bridge between design and development.

SKILLS

HTML, CSS, SASS, JavaScript, TailwindCSS, ReactJS, TypeScript, NextJS, Redux Toolkit, GSAP, WebGL, GraphQL.

PROJECTS

[Jux Studio](#)

[Degen Cost \(Chrome Extension\)](#)

[Stunnerrave \(Ticket & Sales\)](#)

Overwatch

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GITHUB

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WEBSITE

[View Portfolio](#)