

# ADEDOYIN EMMANUEL

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## SKILLS / TECHNOLOGIES

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HTML, CSS, JavaScript, TypeScript, C#, ASP.NET, Express.js, PHP, Laravel, Node.js, Nest.js, Redis, ReactJS, Next.js, GraphQL, MongoDB, PostgreSQL, MySQL

## PROFESSIONAL EXPERIENCE

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**Software Engineer ( Punch )** **Punch Agency** **[Jan 2025 - Present]** *Estero, Florida*

- I engineered production-ready applications for global startups, demonstrating versatility across frontend and backend projects.
- I collaborated closely with designers, engineers, and stakeholders to define requirements, optimise workflows, and deliver projects on time.
- Delivered impactful solutions for clients such as Zwiit, Entrecore, and Elmer, contributing to their business goals and product success.
- Utilized the following technologies: NodeJS, NextJS, TypeScript, ReactJS, TailwindCSS, and CI/CD Pipelines.

**Frontend Engineer ( StartOpX ), Contract** **StartOpX** **[May 2025 - Present]** *San Francisco*

- Built the entire frontend of StartOpX's platform, including the marketing website, waitlist system, and consumer-facing application.
- Collaborated with a UI Designer to translate design mockups into responsive, accessible, and professional user interfaces using React.js and Tailwind CSS.
- Delivered a polished, production-ready platform within tight timelines, supporting StartOpX's mission to empower founders with structured idea validation tools.
- Utilized the following technologies: NextJS, TailwindCSS, ShadcnUI, TypeScript, and Firebase.

**Software Engineer (Frontend)** **Rendezvous Luxury Care** **[April 2024 - Sept 2024]** *Lagos, Nigeria.*

- Worked remotely as a backend engineer, collaborating with the Solutions Architect, Frontend Team, and UI Team to build secure, scalable backend systems for client-facing applications.
- Tested and debugged APIs thoroughly to guarantee reliable performance in production environments.
- Utilized the following technologies: JavaScript, Swagger Docs, Node.js, and Express.

## PERSONAL PROJECTS

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**Methane CLI** [Link](#)

- Developed a CLI tool that allows developers to generate React or NextJS components, pages, and Service Worker files.
- Utilized the following technologies: Node.js and TypeScript.

**Squad JS SDK** [Link](#)

- Developed an SDK for [SquadCo](#), which provides a convenient interface for interacting with the Squad Payment Gateway in web or mobile applications.
- Utilized the following technologies: NodeJS, TypeScript, and Squad Payment APIS.

**TsFluent** [Link](#)

- Built a powerful and fluent Result type implementation for TypeScript, providing a clean and expressive way to handle success and failure states in your code.
- Utilized the following technologies: TypeScript and Telegraf.

## AWARDS & ACHIEVEMENTS

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**EcarsPay Hackathon Winner** **EcarsPay** **[Dec 2024]**

Led my team to victory among several participants in the hackathon.

**Squad By GTBANK Hackathon** **SquadCo** **[Jan 2024]**

Led team Unicon to a 4th place finish in the Squad 2024 Hackathon by GTBank.

**NEAR Web Fusion Hackathon Winner** **NEAR** **[Dec 2023]**

Led my team to secure the first runner-up position among several participants in the hackathon.