

OGUNNAIKE PRINCESS AYOMIDE

Frontend Engineer

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Lagos, Nigeria

Professional Summary

Frontend Engineer with 5+ years building and shipping production web applications across travel-tech, fintech, edtech, Web3, and proptech. Specialist in React, Next.js, and TypeScript, with a track record of owning features end-to-end from architecture and design-system implementation through to production release. Delivered measurable results including 40% faster dashboard load times, 25% shorter development cycles, and 20% lower bounce rates. Strong on performance optimization, WCAG accessibility, reusable component libraries, and close collaboration with designers, backend engineers, and product managers in Agile teams.

Technical Skills

- **Languages:** TypeScript, JavaScript (ES6+), HTML5, CSS3.
- **Frameworks & Libraries:** React.js, Next.js (App Router, SSR/SSG/ISR), Vue.js, React Native.
- **State Management:** Redux, Zustand, TanStack (React) Query, Recoil, Context API.
- **Styling & UI:** Tailwind CSS, Material UI, Styled Components, SCSS, GSAP, Framer Motion, Three.js
- **APIs & Data:** REST APIs, GraphQL, WebSocket, IndexedDB, Headless CMS (Sanity.io), WordPress
- **Testing & Quality:** Jest, React Testing Library, Test-Driven Development (TDD), code review
- **Performance & Accessibility:** Lighthouse audits, code splitting, lazy loading, Core Web Vitals, WCAG 2.1 AA, SEO, responsive design
- **DevOps & Tooling:** Git, GitHub, GitLab, GitHub Actions, GitLab CI/CD, Azure, AWS, Vercel, Webpack, Vite, npm, yarn
- **Ways of Working:** Agile/Scrum, Jira, Figma, design systems, cross-functional collaboration.

Professional Experience

GoPaddi — Travel & Lifestyle Technology Platform

Frontend Engineer | Remote | February 2026 – July 2026

- Built and shipped production frontend surfaces for a travel and lifestyle operating system connecting travellers and businesses to a global marketplace, using Next.js, TypeScript, and Tailwind CSS.
- Implemented a collaborative trip planner enabling users to build and manage itineraries alongside travel agencies, coordinating multi-step planning flows and shared state across the booking journey.
- Owned the social layer end-to-end, activity timelines, the Moments tray with popular and suggested account discovery, follower systems, user profiles, and social feeds, translating Figma designs into pixel-accurate, fully responsive interfaces.
- Delivered wallet, virtual card, and credit ledger flows with careful handling of sensitive financial states, transaction history, validation, and error recovery to keep balances accurate and transactions trustworthy.
- Architected scalable client-side state with Zustand and TanStack Query, introducing caching and request-deduplication patterns that cut redundant API calls by 30%.
- Optimized performance through code splitting, lazy loading, image optimization, and Core Web Vitals tuning, improving page load times by 35% on low-bandwidth mobile networks.
- Contributed 20+ reusable, accessible components to the shared design system and integrated REST APIs across Azure-based deployment pipelines, collaborating daily with backend engineers, designers, and product managers in Agile sprints.

Flybirdie — Web3 Gaming Platform

Frontend Engineer | Remote (Canada) | June 2024 – January 2026

- Led frontend development of a Web3 match-style game delivered across web and Telegram Mini App, built with Next.js, TypeScript, and Recoil/Zustand.
- Engineered real-time gameplay UI with WebSocket synchronization and IndexedDB offline resilience, keeping game state consistent across reconnects and unstable networks.
- Took end-to-end ownership of major features from UI architecture through production rollout, ensuring high performance, scalability, and long-term maintainability.
- Developed reusable design-system components with close attention to typography, spacing, animation, and micro-interactions, and improved performance through code splitting, lazy loading, and Lighthouse-driven optimization to reduce load time and boost UI responsiveness.
- Enforced Test-Driven Development with Jest and React Testing Library while partnering with product managers, designers, and backend engineers to integrate APIs and refine gameplay flows.

Farath Shortlets — Shortlet Booking Platform (Contract)

Frontend Engineer (Contract) | Remote (Nigeria) | February 2024 – April 2024

- Built a short-term rental platform with React.js and TypeScript, delivering secure authentication and real-time room availability.
- Integrated REST APIs within a microservice architecture to power the end-to-end booking and review flow.
- Improved performance, SEO, and stability by optimizing API calls, implementing semantic HTML, and refining reusable components.
- Reduced development time by 25% by introducing a consistent design system and efficient state management patterns.

FeedXPay — B2B Fintech Payments Platform (Contract)

Frontend Engineer (Contract) | Remote (Nigeria) | November 2023 – February 2024

- Engineered a secure fintech dashboard with React.js and Redux, integrating REST APIs and secure authentication layers to handle complex financial transactions.
- Boosted overall dashboard load performance by 40% through state optimization, memoization, and reduced re-renders.
- Wrote unit tests with Jest to improve reliability and prevent regressions across critical payment flows.
- Managed delivery via Agile/Scrum using Jira for task tracking and GitHub for version control, working closely with design and backend teams.

Axia Africa — Edtech Platform (Contract)

Frontend Engineer (Contract) | Remote (Nigeria) | August 2023 – October 2023

- Built and optimized Vue.js and TypeScript single-page applications serving 500+ learners across student and admin experiences.
- Increased user engagement by 40% through improved onboarding, clearer dashboards, and fully responsive layouts.
- Applied Lighthouse audits and performance profiling to improve rendering efficiency and accessibility.

Primastech Limited

Web Developer (Apprenticeship / Junior) | Remote (Nigeria) | August 2021 – September 2022

- Built and maintained websites for client projects and internal tools using HTML, CSS, JavaScript, and jQuery, including interactive UI features such as form validation, modals, tabs, and sliders.
- Implemented responsive layouts with cross-browser compatibility across Chrome, Firefox, Safari, and mobile devices, working in Git-based version control and deployment workflows.

Education

B.Sc. Biochemistry | Oduduwa University, Ipetumodu, Osun State, Nigeria | January 2017 – August 2020