# AYOMIKUN WAHAB-JIMOH

**FRONTEND ENGINEER | React / Next.js / TypeScript**

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## PROFESSIONAL SUMMARY

Frontend Engineer with 3+ years shipping production web applications in React, Next.js, and TypeScript, from client-facing interfaces at scale to solo-built, full-stack products with real users and payment infrastructure. I care about crafting interfaces that feel good to use for all kinds of people, not just ones that pass a Lighthouse audit, backed by real focus on performance (cut load times by 1.5s on a recent platform), accessibility, and component architecture that holds up as codebases grow. Comfortable owning a feature end-to-end, from UI to backend integration to deployment.

## WORK EXPERIENCE

**React Developer | iPrescribe** **Feb 2026 - Present**

- Architected and built HealthKernel, iPrescribe's EMR platform connecting pharmacy, lab, admin, clinic, and payment services into a single hub, owning both the frontend UI and backend implementation from the ground up.
- Built the entire pharmacy interface from scratch, a web app connecting pharmacies to patients via digital prescriptions, covering dashboard, prescription management, dispense flow, inventory, wallet, and settings.
- Developed the patient-facing web app from the ground up, including dashboard, book-a-doctor, appointments, and wallet features.

**Frontend Engineer | Chain Coop** **Mar 2025 - Present (Part-time)**

- Engineered responsive, high-performance UIs with React, TypeScript, Tailwind, and Framer Motion.
- Spearheaded frontend development for a Web3 platform, delivering a scalable UI that reduced load times by 1.5s through Lighthouse-driven optimization, lazy loading, and code splitting.
- Refactored a major codebase, increasing component reusability by 40% and accelerating feature deployment.

**Frontend Developer Intern | SimpliRide** **May 2025 - Dec 2025**

- Built and optimized email templates for app updates and marketing campaigns reaching hundreds of users.
- Developed a sales monitoring interface for tracking real-time inflow, giving the team visibility into sales performance at a glance.
- Built out the driver admin table, surfacing driver details, transaction history, and payout information in one consolidated view for internal ops.
- Refactored a messy, hard-to-extend admin table system into a cleaner, more readable structure and revamped mobile responsiveness across the admin, making it easier to ship new features and use the dashboard on smaller screens.

## SKILLS

**Languages & Frameworks:** JavaScript, TypeScript, React.js, Next.js, Tailwind CSS, Emotion CSS

State & Data: Redux, Zustand, Context API, REST APIs

Backend, Tools & Performance: Node.js, Express, Supabase, Neon (PostgreSQL), Git, Vercel, Figma, Paystack, Web Performance Optimization (Lighthouse, code splitting), Accessibility (a11y)

## PROJECTS

**WishCanvas | React, TypeScript, Express, Neon (PostgreSQL), Paystack, Resend**

- Founded and built WishCanvas (wishcanvas.app), a SaaS birthday wish platform with three playback experiences (Freeform board, Story mode, Bento grid), full-stack on Vite/React (Vercel) and Express (Railway) with Neon PostgreSQL, using dev/staging branch separation.
- Integrated webhook-verified Paystack payments and Resend for transactional email; built canvas-based animations, an admin panel, and a stepper-based creation flow with live preview.
- Resolved a multi-month Paystack payout hold triggered by a compliance gap in a pooling feature, by identifying the root cause, escalating directly with the provider, and ultimately disabling the feature rather than pursuing costly licensing, restoring cash flow without compromising the core product.

**Wahala | TypeScript, React, Node.js, Socket.IO, Tailwind CSS, Zustand**

- Architected and shipped a live, real-time multiplayer adaptation of Whot, the Nigerian card game, across three repos with an authoritative Node.js/Socket.IO game server driving state for all connected clients.
- Built a complex state machine handling turn validation, custom room sessions, and a dynamic 6-class ability system with XP progression, synchronized instantly to a React/Zustand frontend.
- Translated a 13-screen Figma prototype into a tactile game interface using Tailwind CSS, including a responsive card-fan hand tray, active turn indicators, and custom UI sound feedback, adapting from a 2x2 spectator grid on desktop to a mobile-optimized layout.

**Provisions | React, Notion API, Auth.js, Neon (PostgreSQL), OpenRouter (Gemini 2.5 Flash)**

- Designed and built a meal-planning app that generates suggestions from a real, weekly-updated ingredient pool instead of rigid recipes or calorie tracking, with Notion as the structured data backend across 5 databases (ingredients, ready meals, meal logs, profiles, progress).
- Built a dish-blueprint pairing engine and side-compatibility rule system, manually verifying 15 dish blueprints for accuracy before shipping suggestion logic to real users.
- Implemented login-based, multi-owner authentication (Auth.js + Neon PostgreSQL), scaling the app from a single-user prototype to a shared family deployment without per-person rebuilds.
- Integrated an LLM (OpenRouter, Gemini 2.5 Flash) to generate short, encouraging notes explaining why a suggested meal fits the user's nutrient priorities, without resorting to calorie/gram tracking.

**Imposter Game | React, TypeScript, Node.js, Express, SurrealDB (realtime)**

- Built a real-time multiplayer version of the "who's the imposter" party game for my own friend group, replacing manual, in-person role assignment with a digital version anyone could host and join from their phone.
- Implemented three distinct game modes (word-based, question-based, scenario-based), each with its own round logic and role-reveal mechanics, synchronized live across all players via SurrealDB's realtime engine.
- Designed a lobby and pre-game flow with custom avatar creation, plus a voting system for the group to guess the imposter each round, all synced live across players.

## EDUCATION

University of Lagos | BSc(Ed) Human Kinetics and Health Education, Oct 2021 - Aug 2026