OMENE MUDIAGA

FULLSTACK DEVELOPER

Education

- **Bachelor of Tech in Petroleum Engineering**
  University of Ibadan   2019-2025

Project Experience

Game Developer Intern

Cradaptive

I worked as a project manager, handling the day-to-day activities of the team and also as a developer to provide written code for the project temporal echoes.

Student Health Center Website – Frontend

Freelance

Stack - HTML, JavaScript, Bootstrap, GitHub Pages
Built a fully responsive health center site with department info, doctor availability, emergency guides, and a working chatbot widget.
Designed with accessibility and mobile-first approach.
Future features: appointment system, login portal, blog integration.

Telegram Bot for Solana Wallet Tracking – Bot Developer

Freelance

Stack - Python, Web3, Telegram Bot API
Created a Telegram bot to track wallet balances, NFT metadata, and alert on SPL token changes.
Extended functionality to support wallet nicknames and group chat alerts.
Built with a scalable mindset for more chain support.

Wedding Dinner Website – Freelance Project

Freelance

Stack - HTML, JS, Bootstrap, Payments Integration
Developed an RSVP and ticketing site for a student dinner event.
Users could register and pay for tickets online.
Designed for a smooth mobile checkout experience.

Contact

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About Me

Front-end and game developer with 2+ years of experience building user-focused digital experiences. I create intuitive, responsive interfaces using React, JavaScript, and Tailwind CSS, and have worked on both full-stack web projects and browser/Unity games. I'm now pivoting into full-stack and AI-enhanced workflows using FastAPI, automation tools (Zapier, n8n), and real-world deployment pipelines.

Skills

- Frontend: HTML, CSS, JavaScript, React.js, Next.js, Tailwind CSS, Bootstrap
- Backend: Python (FastAPI, Flask), REST APIs, SQL (basic), Supabase
- Automation: n8n, Zapier, Webhooks, OpenAI API, Browserflow
- DevOps: Git, GitHub, Vercel, Render, Azure (intro)
- Tools: Figma, Notion, Slack, GitHub Actions
- Game Dev: Unity (C#), Phaser.js
- Other: Responsive UI Design, API Integration, Troubleshooting, Debugging