

# HARRIET AYUGI

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## FRONTEND SOFTWARE ENGINEER

Experienced Frontend JavaScript Software Developer with over 6 years of experience developing various high-traffic web applications and systems for the Financial, Human Resource, and communication industries. Developed scalable, reliable, and user-friendly video-conferencing application, robust presentation software solution, advanced Reporting tool, Product Analytics, integration of bookkeeping and accounting application with external bank APIs using JavaScript, TypeScript, ReactJS, Redux, NodeJS, ExpressJS, WebRTC, Media soup, Mixpanel, Google Cloud Platforms (GCP) while following the Agile, Scrum, and Kanban methodologies. Proficient in technologies including HTML/CSS, Gatsby, MySQL, MongoDB, Material UI, Chakra UI, and Bootstrap.

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SOLID Principles • Version Control • Cloud Computing • UI/UX • API Design • Database Development • Analytics • CI/CD

**Languages:** JavaScript, TypeScript

**Web:** HTML, CSS, JSON, HTTP

**Web Services:** REST

**Web/App Servers:** Nodejs webserver

**Frameworks:** NodeJS, React, Redux, Gatsby, NextJS, ExpressJS

**Databases:** MySQL, MongoDB

**Design Patterns:** Singleton, Observer, State, Template, Factory, Prototype, Command, Facade, Proxy

**SDLC:** Agile Scrum

**Tools:** GitHub, GitHub Actions, Web pack, Slack, JIRA, Mongo Compass, Teams, Vs Code, Work Bench, Miro Board, ShortCut Doc, Gmail, MicroSoft Outlook, IntelliJ IDEA, Postman

**Platforms:** MacOS

**Application/Software:** QuickBooks

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## PROFESSIONAL EXPERIENCE

**CAREER NOTE:** Completed on-campus studies and currently taking distance education courses to complete a **Master's Degree in Computer Science** (Available for full-time, W-2 employment).

### DADO SOFTWARE GMBH, Berlin, Germany 08/2022 – 10/2023

A Human Resource Company.

#### Frontend Software Engineer (Remote)

Build frontend UI and Backend cloud integration

- Developed an advanced Reporting tool using Typescript, JavaScript, ReactJS, NodeJS, Material UI, and Google Cloud Platform such as Cloud functions, Cloud Storage, and deployment, which aggregated large data sets and helped customers visualize data, leading to a 15% increase in customer satisfaction and retention.
- Built the infrastructure for internal Product Analytics using Mixpanel, resulting in a 70% improvement in the product manager's ability to analyze and visualize customer engagement data.
- Optimized the Onboarding Schedule and mini report features for the application using TypeScript, JavaScript, ReactJS, and Material UI, resulting in improved user experience.
- Designed and built a comprehensive and structured documentation for the codebase using the Shortcut Doc tool, enhancing maintainability, streamlining the onboarding process for new developers, and enforcing standardized development practices to ensure consistency across the project.
- Demonstrated product features to various key stakeholders, including product managers, developers, and company executives, ensuring alignment and understanding across teams to facilitate informed decision-making.

**Technologies Used:** Typescript, JavaScript, Nodejs, React, Google Cloud functions, Google Cloud Storage, Google Cloud deployment

### MASTER WIZR, Oslo, Norway 08/2020 – 08/2022

Communication and Presentation Company.

#### Frontend Software Engineer (Remote)

Build Frontend Applications

- Developed a scalable, reliable, and user-friendly video-conferencing application using JavaScript, ReactJS, Redux, WebRTC, and Node.js, enhancing remote communication and collaboration across the company by 90% through improved connectivity and feature-rich functionality.
- Optimized the video conferencing view display using ReactJS and Material UI, leading to a significant improvement in rendering speed and a smoother user experience during meetings by refining the interface and reducing lag.
- Built a robust presentation software solution using JavaScript, ReactJS, Redux, and Material UI, successfully increasing the company's efficiency by 25% by delivering a tool that streamlined the creation and management of presentations.
- Facilitated the onboarding process for new team members by providing training and support, ensuring a smooth transition, and reducing onboarding time by 30%.

**Technologies Used:** *JavaScript, ReactJs, Redux, Material UI, HTML, CSS, Styled Components, WebRTC, Media Soup, Jest, Media Soup*

### **ANDELA (Client BOTKEEPER INC), Kampala, Uganda 4/2018 – 03/2020**

Boston-based Accounting and Bookkeeping Company

#### **Frontend Software Engineer (Remote)**

Build Frontend Applications

- Developed Report-Generating using JavaScript, React/Redux, Ant design, enabling seamless financial reporting and management, and reducing manual processing time by 25%.
- Built and Integrated external APIs with existing systems, specifically the MX Atrium API and QuickBooks, enhancing the application's capabilities by enabling new functionalities and improving system interoperability.
- Designed a testing framework using Cucumber, ensuring application reliability and accuracy, which led to a 20% improvement in overall performance.
- Optimized the transaction manager feature using performance-tuning techniques such as Memoization and code refactoring, enabling the team to meet project deadlines by improving application efficiency and reducing processing time.
- Tested and performed code reviews to ensure code quality and adherence to best practices, reducing defects and promoting consistent coding standards across the team.

**Technologies Used:** *JavaScript, React/Redux, Ant design, CSS, and HTML, Jest, Enzyme, MX Atrium API, QuickBooks, Node.js, Express*

## **ACADEMIC PROJECTS**

**Maharishi International University (2024) Attendify:** An automated course attendance tracking for Computer students. I was responsible for implementing User Auth and course attendance functionalities utilizing Spring Boot, MySQL, and JPA for data management. <https://github.com/hariclerry/AttendifyPro>

**Maharishi International University (2024) University Connect:** A dedicated social media platform designed to foster community and academic collaboration. I was responsible for developing Students' event management using Spring Boot, MySQL, JPA, JavaScript, and ReactJS. <https://github.com/hariclerry/waa-june-2024-project/tree/develop>

## **PERSONAL PROJECTS**

**Game Discovery App 2023:** A video game discovery application designed to help users find interesting games to play. I built the app using ReactJS, Zustand, Chakra UI, React Query, and RAWG API <https://game-discovery-app-jet.vercel.app/>

## **EDUCATION**

### **Master of Science in Computer Science**

*(In progress via distance education; expected completion 10/2026)*

Maharishi International University, Fairfield, Iowa

**Key Courses:** *Enterprise Architecture, Web Application Architecture, Database Management System, Software Engineering*

### **Bachelor in Information Technology**

Mbarara University of Science And Technology, Kampala, Uganda

## **CERTIFICATION**

**Cloud Developer Nanodegree Certification- Udacity**

<https://drive.google.com/file/d/1bPICSqGageVQQIvRNYf340LSVc-b6u2j/view?usp=sharing>