

Designer & developer with 6 years of experience building web and mobile products. I work mainly with React, Next.js and TypeScript, from SaaS to open-source contributions.

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CURRENTLY

Kantega AS Jan 2026 — Present
Design Engineer · Oslo, Norway

Designing and implementing web interfaces with React, Next.js, and TypeScript, between design and code, on client products. Working on states, accessibility, performance, and interface detail so the UI holds up in production. Collaborating with designers, developers, and clients in the same conversation, from brief through to implementation.

EXPERIENCE

Beev Mar 2025 — Dec 2025
Frontend Developer · Paris, France

Ten months as a frontend developer, building and shipping web interfaces with the product team. React interfaces shipped to production, aligned with user flows and the team's pace.

Alloca Aug 2024 — Feb 2025
Product Designer · Remote

Product redesign of a crypto launchpad: research, information architecture, and user modes before the UI. A component system, tokens, and two themes, annotated to keep implementation consistent. UI shaped for very different uses: playful and fast in some places, structured and trustworthy in others.

MakeUGC Jan 2024 — Jul 2024
Product & Web Designer · Hybrid

Redesign of an AI UGC ads platform, reorganized around a single creation flow. Mapped product surfaces and simplified a workflow that had become too fragmented. Product and web design for creation: AI actors, voices, scripts, and staging.

Freelance Mar 2020 — Dec 2024
Developer & Designer · Remote

End-to-end frontend for web and mobile clients: brief, components, performance, accessibility. Open-source contributions: fixes, features, docs, and shared tools. Technical pairing: project structure and solid foundations instead of debt.

MISSIONS

Epiic Jul 2024 — Feb 2025
New York, NY, United States

Product Designer & Engineer — Product design and web development for startups, around clean, scalable landing pages. From visual direction through to implementation, so pages hold up past the first screen.

Interval 362 Dubai, United Arab Emirates	Jan 2024 — Jun 2024
Frontend Developer & Designer — Design engineering and frontend development for Web3 platforms and interactive products. Polished interfaces from flow to implementation, with attention to states and performance.	
Digital Factory Yerevan, Armenia	Jun 2023 — Dec 2023
UI/UX Designer & Developer — UI/UX design and frontend integration for enterprise software and creative applications. Turning mockups into usable interfaces that stay consistent from screen to screen.	
Algorithm Agency Buenos Aires, Argentina	Feb 2022 — May 2023
Frontend Developer — Frontend development and responsive design for global marketing and product campaigns. Responsive interfaces built for multiple markets and formats.	

EDUCATION

University of Yaoundé I Licence in Computer Science	2020 — 2023
Bachelor's (Licence) in Computer Science (2020–2023): algorithms, data structures, programming, and software engineering. Databases, networking, and application development, with a strong focus on practical projects. A grounding in software and web development that still shapes how I design and build products.	

PROJECTS

Docs Template	2026
A stylish documentation template built with Fumadocs, Next.js 16, and Tailwind CSS.	
Shadstart	2026
A starter to ship shadcn/ui apps faster, with the boring setup already done.	
FlowLite	2025
A lightweight tool for mapping product flows without the extra chrome.	
Trove	2025
A personal collection of links, tools, and things worth keeping.	

MAIN STACK

TypeScript, JavaScript, React, Next.js, Tailwind CSS, Shadcn UI, Three.js, GSAP, Framer Motion	FRONTEND
Node.js, GraphQL, Supabase	BACKEND
PostgreSQL, MongoDB	DATABASE
Vercel, Docker, Claude, Git, Cursor, Figma, Github	TOOLS