

Etinosa Ogbevoen

Senior Frontend & Design Engineer | React · Next.js · TypeScript | Animation, Design Systems & Web Performance | 5+ Years Experience

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- GitHub: github.com/Jheff4 • Portfolio (all project links and case studies): etinosa.vercel.app

Selected Work: Razor Wallet landing page, designed and built, GSAP: wallet-77upz57hh-etinosas-projects.vercel.app • Razor DEX, interface build: razordex.xyz • Sportz, built and documented end to end: sportz-ui.vercel.app • Movemint, interface build: movemint-xi.vercel.app • fastkaftan, production rebuild: fastkaftan.vercel.app • Portfolio: etinosa.vercel.app

SKILLS

Motion & Interface: GSAP, Framer Motion, scroll-driven animation, advanced CSS transforms, SCSS, CSS Modules, styled-components, Tailwind, Storybook, Figma, accessibility (axe-core, WCAG)

Programming Languages: TypeScript, JavaScript, Python, Solidity, SQL

Frameworks and Libraries: React 19, Next.js, React Native, Expo, Vite, Apollo Server, TanStack Query, Redux Toolkit, Zustand, Jotai, GraphQL, React Hook Form, Zod, Drizzle ORM

Tools and Technologies: Node.js, Express, Convex, WebSockets, AWS (Lambda, S3, DynamoDB, SES, Secrets Manager, API Gateway), PostgreSQL, Docker, GitHub Actions, Vercel, Render, Playwright, Vitest, OpenTelemetry, Sentry, Datadog, New Relic, PostHog, Git

Web3: Move (Aptos, Cedra, Movement, Sui), EVM (Ethereum, Base, Arbitrum), Wagmi, Viem, Foundry, Chrome MV3 extension architecture

AI / LLM: Vercel AI SDK, Gemini, OpenAI, retrieval-augmented generation (RAG), embeddings, vector search, prompt engineering

Currently learning: Three.js, Rive

Engineering Practices: Testing & quality (unit testing, e2e/integration coverage), security, documentation (ADRs, post-mortems, engineering handbooks), CI/CD, branch protection, production observability

WORK EXPERIENCE

Apr 2023 - Present	Lead Frontend Engineer <i>Razor DAO, Remote</i> • Designed and built the new wallet landing page end to end with GSAP-driven scroll and entrance animation, responsive from the smallest phone screens up to large desktop monitors, implemented to pixel accuracy from Figma and verified at 25% browser zoom. • First engineer on frontend from first commit to 1.47M+ users, leading three production Web3 products on the Movement blockchain (the ecosystem's first DEX with swap, liquidity pools, and lottery, driving 32M+ swaps and 50M+ transactions; a Chrome MV3 extension wallet spanning four Move chains (Aptos, Cedra, Movement, Sui) with EVM reads across Ethereum, Base and Arbitrum; and an Expo / React Native mobile wallet), owning architecture and UI consistency across all three codebases. • Set frontend architectural standards and shipped the reliability layer behind them: an RPC failover system (health checks, retry/timeout, fallback selection) that keeps wallets live through provider outages, full wallet flows (account generation, network switching, secure storage, transaction-lifecycle tracking), and full wallet reliability behind a single standard. • Lead frontend across three production products and sole author of Razor Docs, the documentation platform covering the wallet, DEX, published npm packages, and the architecture underneath them. • Own the frontend monorepo end to end: extension, mobile and web clients behind an Express 5 and Apollo GraphQL gateway, with internal notification and market-data services behind it. Architected the extension's multi-context surface (popup, side panel, background service worker, content script, page-injected provider) around MV3's sandboxing and least-privilege constraints.
Jul 2025 - Dec 2025	Software Engineer <i>Geoscape Limited, Remote (Contract)</i> • Architected an automated email management platform that listens for, processes, and routes incoming customer requests, with a provider-agnostic AI intent-classification layer on the Vercel AI SDK categorizing sales, support, and other intents to drive pre-defined agent assignment. • Designed fault-tolerant backend APIs with validation, integrated with an internal CRM and agent dashboard for real-time monitoring and full conversation-lifecycle tracking.

Mar 2024 – May 2024	Frontend Engineer <i>Movemint, Remote (Contract)</i> - Built the NFT marketplace frontend covering minting, listing, and purchase flows with wallet-connection and live transaction-status states, plus collection browsing, search, and filtering for discovery. - Handled on-chain edge cases (pending, failed, and rejected transactions) so a dropped mint never left the interface in a broken state.
Oct 2023 – Dec 2023	Frontend Engineer <i>Lensly Finance, Remote (Contract)</i> - Built the complete frontend for a DeFi lending protocol, covering supplying assets, borrowing, repaying, and managing collateral positions. - Developed dashboards visualizing lending pools, borrowing positions, collateral ratios, and protocol stats.
Nov 2022 – Nov 2023	Frontend Developer <i>Andex Protocol, Remote</i> Built the DEX protocol interface and contributed to the browser wallet-extension frontend, plus reusable UI kits and shared component libraries used across the protocol's products.

SELECTED PROJECTS

fastkaftan: Production Rebuild of a Commercial Template

- Migrated a 9,200-line SCSS codebase across 28 partials from @import to @use without altering the cascade, verified by diffing 1,894 compiled selectors.
- Removed 11 unused partials after auditing the 206 classes the live pages actually use, cutting compiled CSS from 320KB to 200KB, and isolated every deviation from the template into a single commented override layer so future changes stay reviewable.

Sportz: Real-Time Multi-Sport Broadcast Platform

- Built a full-stack real-time broadcast system delivering live scores and ball-by-ball commentary at sub-second latency via room-scoped pub/sub, heartbeat-based connection reaping, and exponential-backoff reconnect, with server state unified as a single source of truth.
- Shipped it production-grade: 95 backend unit/integration tests against real databases and live sockets plus e2e accessibility scanning, end-to-end tracing across browser/backend/database, API hardening (rate limiting, bot detection, schema validation), and CI/CD with per-PR preview deploys.
- Wrote the animation rules as an ADR: transform and opacity only, GPU-composited, with a deliberate rule for when CSS beats a library. Gated the score-celebration animation behind prefers-reduced-motion, designing two acceptable versions of the same moment.

Stratos Wallet: Production-Grade Fintech Wallet Frontend

- Designed a ledger-first financial data model (append-only ledger, derived balances) with contract-first codegen, optimistic mutations with cache-snapshot rollback, and idempotency keys on every money-moving operation.
- Built a custom socket reliability protocol (sequence numbers with gap detection, event deduplication, missed-event replay on reconnect) and a chaos harness of 18 failure presets proving the UI degrades gracefully, not just on happy paths.

EDUCATION

2017 – 2022	Bachelor of Engineering in Mechanical Engineering, University of Benin
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CERTIFICATIONS

Full Stack Software Development (Zuri Team Inc) · Web3 Blockchain Development, Wallet Security, and Foundry Fundamentals (Cyfrin Updraft) · Advanced Foundry (Cyfrin Updraft, in view)

VOLUNTEERING & LEADERSHIP ACTIVITIES

- Software Development Mentor, 3MTT Program (2024): mentored 30+ developers through real-world project builds and live debugging sessions.
- Conference Speaker (2025): delivered a talk to secondary school students from 20+ schools on leveraging technology.