

ISAAC FRIMPONG ANOHENE

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EDUCATION

KWAME NKRUMAH UNIVERSITY OF SCIENCE AND TECHNOLOGY
Bachelor of Science in Computer Science

KUMASI
September 2018 – November 2022

Relevant Courses: Pure Mathematics, Discrete Mathematics, Probability and Statistics, Human-Computer Interaction, Data Structures

SKILLS, CODING LANGUAGES AND FRAMEWORKS

- **Skills:** Frontend Web Development, Mobile App Development, Version Control
- **Languages:** HTML, CSS, SCSS, TypeScript, Dart
- **Frameworks:** ReactJS, NextJS, Flutter

WORK EXPERIENCE

HUBTEL
Mobile App Engineer

REMOTE
November 2024 – Present

- Engineered a real-time order tracking feature using Google Maps SDK and Flutter, enabling over 1M+ users to view live rider locations and significantly enhancing delivery transparency beyond the previous basic status-only system.
- Architected and implemented the foundational dark mode infrastructure for the Hubtel flagship app, establishing reusable theming patterns and components that enabled seamless adoption across the codebase by the development team.
- Led implementation of reimagined Melcom and Pharmacy shop UIs for the [Hubtel app](#), translating complex product flows into polished, user-friendly mobile experiences.

HURISOFT
Frontend Engineer

REMOTE
July 2023 – November 2024

- Played a key role as a dedicated front-end developer within the [Soccersm](#) team, I focused on enhancing the user experience for our community of over 40,000 users. Through meticulous design implementation, intuitive interface development, and collaborative problem-solving, I contributed to the creation of a user-friendly and visually appealing platform that seamlessly integrates AI-generated predictions for sports betting enthusiasts to make informed betting decisions.

YEAH INNOVATIONS LIMITED
Frontend Engineer (Contract)

REMOTE
October 2023 – March 2024

- Developed and optimized the frontend of an online payment solution for [Yeah Innovations Limited](#), enhancing user experience and transaction success rates in Zambia through responsive design and collaboration with backend and UX/UI teams.

RUJO AGRIC TRADE
Frontend Software Developer (Contract)

REMOTE
March 2023 – October 2023

- Developed an efficient and comprehensive farm management software for Rujo Agric Trade, successfully overseeing the administration and organization of a vast network of 3,500 farmers. The software streamlined processes, enhancing communication, data tracking, and reporting, resulting in improved productivity and optimized resource allocation.

UNIVERSITY INFORMATION TECHNOLOGY SERVICE, KNUST (NSS)
Software Developer

KUMASI
November 2022 – November 2023

- Designed and developed a mobile attendance tracking application using Flutter, integrating NFC technology to scan ID cards. This solution significantly accelerated the attendance tracking process for classes and meetings, enhancing both accuracy and efficiency.

PROJECT EXPERIENCE

COMPAÑERA

- Designed and built [Compañera](#), a cross-platform mobile application that uses the accelerometer of the phone to detect falls; uses the camera and Machine Learning to translate sign language; recognises and reads text from images.

ELEVAR

- Built [Eleva](#), a cross-platform mobile application that uses the ESRGAN model to upscale low- resolution images by up to 4 times the original resolution.