

Emmanuel Noi

emmanuelnoit@gmail.com | +1 (917) 478-9767

linkedin.com/in/emmanuel-noi | github.com/Emmanuelnoi | www.emmanuelnoi.dev

Frontend Engineer

Frontend engineer with 6+ years building production web applications in Angular, React, and TypeScript. Strong track record shipping user-facing products with 1,300+ automated tests, 6-browser validation, and performance-focused UI architecture.

KEY SKILLS

- Angular, React, and TypeScript across 6+ years of production work, 3 shipped products, and 3 prior engineering teams.
- Test automation with Vitest, Playwright, cross-browser E2E, and accessibility checks across 1,300+ project tests.
- Frontend architecture spanning component systems, state management, performance tuning, and accessible responsive UI delivery across 3 production apps and 6 browser targets.
- Supporting backend and data experience with Node.js, Java, Spring Boot, REST APIs, SQL, Supabase, and IndexedDB across 3 shipped products and 2 company environments.

Languages: Java, TypeScript, JavaScript, SQL, HTML5, CSS3

Frontend: Angular (14+), React, RxJS, Signals, Standalone Components, SSR, Three.js, TanStack Query, Tailwind CSS

Backend & APIs: Node.js, Java, Spring Boot, REST APIs, Supabase

Data: PostgreSQL, MySQL, MongoDB, IndexedDB, Dexie

Testing & Delivery: Vitest, Playwright, Accessibility Testing, Git, AWS, Docker, GitHub Actions

WORK EXPERIENCE

Software Engineer – Product Engineering Independent Product Engineer

2023 - Present

Built and shipped three production web applications: GlobePlay, a 3D geography platform with 604 automated tests; Richtext2Markdown, an accessibility-first editor validated across 6 Playwright targets; and Talliofi, a local-first finance app with 760+ automated tests. Designed the frontend architecture and release quality gates across 1,300+ unit, integration, end-to-end, and accessibility tests.

Servo-Robot Inc. • Fairfield University Software Developer / Team Lead

February 2020 - May 2023

Weld-inspection analytics · Remote

- Led a 5-person team delivering a proprietary weld-inspection analytics application, turning sponsor requirements into milestones and review checkpoints and shipping the first usable release within 6 months.
- Designed an Angular + TypeScript frontend and Node.js processing flow that converted large inspection exports into normalized JSON for analysis, cutting manual prep time by roughly 50% for repeat review sessions.
- Built Plotly dashboards that compared weld runs against historical baselines and surfaced anomalies across thousands of measurements per export, reducing spreadsheet-heavy review work by roughly 40%.
- Reduced repeated setup and reprocessing by persisting user filters and caching parsed outputs, cutting reload time for previously viewed datasets by about 60%.

MarkNet Group Software Developer

May 2017 - January 2020

Danbury, CT · Hybrid

- Improved consumer and B2B web properties with responsive UI, accessibility, and frontend performance work across 5+ client properties, contributing to a 40% improvement in accessibility and page-speed audit scores within 6 months.
- Built HTML email campaigns and event microsites with registration workflows and reporting support for marketing initiatives, contributing to a 40% increase in email open rates.
- Standardized cross-browser QA and resolved rendering inconsistencies before release across Chrome, Firefox, Safari, and Edge, reducing pre-launch UI defects by roughly 30%.

TV3 Network Limited **Jr Frontend Software Developer**

Accra, Ghana

June 2014 - November 2016

- Worked on the frontend implementation for a corporate website redesign, including backend integration and launch support across 30+ content pages and shared templates.
- Managed website migration across DNS setup, content transfer, redirects, and post-launch validation, contributing to a 30% increase in engagement.

EDUCATION

Master of Science (M.S.), Computer Software Engineering

Fairfield University

Fairfield, CT • January 2020 - May 2022

Master of Professional Studies (M.P.S.), Design Management

University of Bridgeport

Bridgeport, CT • January 2017 - December 2018

Bachelor of Arts (B.A.), Design

University of Science and Technology (KNUST)

Kumasi, Ghana • August 2010 - May 2014

SELECTED PROJECTS

Richtext2Markdown

- Accessibility-first Markdown editor with real-time editing, deterministic conversion, and cross-browser Playwright coverage across 6 browser targets.
- GitHub: <https://github.com/Emmanuelnoi/text-to-markdown> | Live: <https://www.richtext2markdown.com>

GlobePlay

- Interactive 3D geography app rendering 241 countries with biodiversity data, sub-millisecond country selection, 60fps interaction, and 604 automated tests.
- GitHub: <https://github.com/Emmanuelnoi/globe-dashboard> | Live: <https://www.globeplay.world/>

Talliofi

- Local-first personal finance app with IndexedDB-based offline storage, typed budgeting workflows, optional encrypted sync, and 760+ automated tests.
- GitHub: <https://github.com/Emmanuelnoi/talliofi> | Live: <https://www.talliofi.it.com/>