


Delroy Bicknell

Software Engineer and Web Designer with 8+ years of experience in the tech industry. Proven ability to design, develop and deploy high quality web applications. Strong problem-solving and analytical skills.

 nitegeist.dev@gmail.com

 nitegeist.vercel.app

 [LinkedIn](#)

 [Github](#)

ABOUT ME

I am a passionate software engineer and web designer with a strong track record of success in delivering high-quality products. I am skilled in a variety of programming languages and technologies that help me to do my job well and I have a deep understanding of software engineering principles and design principles. I am also a highly motivated and results-oriented individual with a strong work ethic.

PROFESSIONAL EXPERIENCE

Apr 2019 - June 2023	Software Engineer at Alvys Developed, tested and maintained various components using Angular, Rxjs, Jest, Angular Material and Bootstrap for the transportation management system (TMS) such as the dispatch planner; an event calendar that helps customers with load planning for over 8,000 loads per week.
Sept 2017 - Oct 2018	Programmer/Analyst at Southern Regional Health Authority Developed a python script to migrate data from a legacy database used in hospitals with a dataset of more than 5000 patients to a more modern system which boosted record keeping efficiency in the hospitals.

BLOCKCHAIN EXPERIENCE

April 2024 - January 2025	Optimism Retrofunding Developed and maintained the retrofunding and claim tools for Optimism Foundation, a band of companies, communities, and citizens working together to reward public goods and build a sustainable future for Ethereum using Next.js, Typescript, Shadcn UI, Tailwindcss, WalletConnect and Viem.
Feb 2023 - April 2024	MetaGame Developed and maintained components such as the onboarding guidance page and the profile setup page for MetaGame, a web3 experiment that allows newcomers to learn how to use web3 technology using Next.js, Typescript, Chakra UI, WalletConnect, Ethers.js, Docker and GraphQL.
Apr 2023 - June 2023	Semaphorus Developed and maintained the group details component for Semaphorus, an app used to show zero knowledge users their groups as well as the memberships within those groups by interacting with the Semaphore Protocol using Next.js, Tailwindcss and Typescript.
Nov 2022 - May 2023	Superfluid Console Developed and maintained the distribution details page and dialog and smart flowing balances for Superfluid Console, an app used to track DCA streams and interact with the Superfluid Protocol using Next.js, MUI, Typescript, Ethers.js, Redux Toolkit, Superfluid SDK and Graqlql.
Oct 2021 - Nov 2021	Origin Stories Developed and maintained Raid Guild Origin Stories, a site where interviews given by raiders are posted so others can learn from their journey in web3 using Next.js, Typescript and Tailwindcss.
Oct 2021 - Nov 2021	Design System Developed and maintained the Raid Guild Design System, a UI library package for raid guild that has ready to use, styled components that can be imported and used on internal projects that need Raid Guild branding using Next.js, Chakra UI, Typescript, and Storybook.js.

SKILLS

- Angular
 - Next.js
 - Javascript
 - React
 - Typescript
- Cypress
 - Git
 - Jest
 - Node.js
 - Rxjs
- Chakra UI
 - CSS
 - HTML
 - SCSS
 - Tailwindcss
- Azure Devops
 - Ethers.js
 - Hardhat
 - Solidity
 - Vercel
- Adobe Suite
 - Documentation
 - Figma
 - Software Architecture
 - Visual Studio Code
- Communication
 - Critical Thinking
 - Teamwork
 - Time Management
 - Problem-solving

EDUCATION

Sept 2011 - Aug 2017	Nothern Caribbean University B.Sc. Computer Information Science, minor in Fine Arts
-----------------------------	---