JAMES OPONDO

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EDUCATION   .

KENYATTA UNIVERSITY (Nov 2020 – April 2024)

Bachelor of Science in Computer Science.

Cumulative GPA: 63.05

Relevant coursework: Data structures and algorithms; Object Oriented Programming; System analysis and design; Artificial intelligence; Distributed systems: Legal and Ethical issues in computing

ALX SOFTWARE ENGINEERING (Jan 2023- May 2023)

Professional certificate in Software Engineering.

Cumulative GPA: 90/100

Relevant coursework: Low level programming; Version Control Systems; DevOps; High level programming

COURSERA (Jan 2024- June 2024)

Professional certificate in Cybersecurity.

WORK EXPERIENCE   .

CODEFREMICS LIMITED (June 2024 – Present)

Full Stack Software Engineer.

- Develop mobile apps, backend servers, databases and websites for company clients
- Work hand in hand with Business Leads to ensure client requirements have been met.
- Work hand in hand with my teammates and strategize on the goals of each client project.
- Participate in innovation activities for company's software solution.
- Use test driven development to test and develop software systems.

SOLUTECH LIMITED (April 2024 – June 2024)

Mobile Engineer Intern.

- Develop and maintain company mobile software systems.
- Participate in innovation activities for company's software solution.
- Use test driven development to test and develop software systems.

SEVEN SKIES LIMITED (August 2023 – April 2024)

Software Developer intern.

- Developed a custom digitized checklist system for a government organization using Flutter.
- Designed an analysis tool to analyze collected data in the database using Django and Django-rest framework.
- Implemented crash reporter and used findings to fix the bug causing crashes of servers.

FREELANCER

Django Developer.

- Designed backend systems and servers to collected data in the database using restful APIs.
- Implemented crash reporter and used findings to fix the bug causing crashes of servers.

PROFESSIONAL PROJECTS .

MY JOURNEY

- Designed, developed, and deployed a speech transcription journaling application.(Coming soon on play store)

OKOA SEM

- Designed, developed, and deployed a SaaS that help students study for their exams - okoa-sem (Next.js). Currently working a mobile platform for it using flutter.

PARKPOINT

- Designed and developed a parking booking application that integrated payment methods and Google maps as the first project for my startup using Golang and Flutter.

HAMEZ AND CO [Collaboration with friends] (Sep 2022 - present)

Chief technical officer

- Designed, developed, and deployed a music matching application. (Redeploying to playstore)
- Designed developed and deployed AI based Sudoku solver. The application was made using flutter and python.
- Designed, developed, and tested backend and restful APIs for a client application for selling and blogging about cars using python Django. (Currently in development)

KU-CIS LIBRARY(February 2024 - present)

- This is an online library for storing lecture notes, past papers, and revision materials.
- It is made using flutter for the client side(students who need access). The backend is made using Django and an admin side for uploading the materials is made using Next.js.

MOBILE CHAT APPLICATION (June 2023)

- Developed using python (Django and Djangorest) on the backend and flutter on the frontend.
- Designed developed and implemented a mobile based asynchronous chat application.
- Managed to be position three out of fifteen.

BLOG APPLICATION (Jan 2023)

- Created a blogging application using python and Django on the backend and HTML, CSS, and JS on the frontend.

ACTIVITES   .

GOOGLE DEVELOPER STUDENT CLUB (Sep 2021 – present)

Member

- Participated in web development team building activities.

SPACE YA TECH (September 2022 - present)

Member

- Participated in open-source project in building an application's server side using different Programming languages. I used Django to make restful APIs.

GOOGLE CROWDSOURCE (September 2022 - present)

Member

- Participated in an open-source project in training Google's new AI by feeding its Knowledge Base with local data including teaching it vernacular languages.

KENYATTA UNIVERSITY COMPUTING AND INFORMATION SCIENCES
(February 2024 – present)

Mobile developer lead

- Led and participated in development of mobile application development.
- Mentor newbies to understand the flutter framework.
- Create a demo restful API using Django for other developers to use to test and develop the proposed application.

ADDITIONAL   .

Programming Languages used:

- Dart
- Java
- JavaScript
- TypeScript
- Golang
- Python
- MySQL

- PostgreSQL
- Kotlin

Frameworks used:

- Flutter
- Next.js
- React
- Gin (Restful APIs)
- Django (Restful APIs and GraphQL)
- Flask(Restful APIs)
- Jetpack Compose

Types of Development:

- Test Driven Development
- Behavior Driven Development

Languages: Fluent in English and Kiswahili and learning Japanese.

Certification and Training: Currently pursuing a professional certificate in cybersecurity.

Hobbies and Interests: Finding interests and trying to understand IoT and Machine Learning before I can take a big leap into making one of the field's systems and software; Learning trends in tech; Athletics; Fitness;