

## **Stephanie Achieng Otieno**

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### **EDUCATION**

**Strathmore University: April 2019 - December 2022**

**Major: Informatics and Computer Science**

**Skills:** Data Structures and Algorithms, Software Engineering, Assembly Language programming, Object Oriented Programming(Python), Machine Learning, Compiler Construction, Embedded Systems and IoT.

**ALX Software Engineering Program: February 2022- January 2023**

**Major: Software Engineering**

**Skills:** System engineering & DevOps, Data Structures and Algorithms, Web stack debugging, Source code management, C I/CD, REST API, Database administration, Technical writing, Regular Expression.

**Brno International Summer school in Information Technology: July 2022 - July 2022**

**Major: Cyber Security and Forensics**

**Skills:** Smart Device Forensics, VoIP Forensics, Cloud Forensics, Deep Fakes, Encrypted Traffic Analysis

### **EXPERIENCE**

**Plan and Trend, Westland's Muthithi Road: February 2022 - April 2022**

**Software engineer Intern**

#### **Responsibilities**

- Writing and debugging Java code
- Writing unit tests to verify the functionality of user interfaces, back-end processing and relational database interaction.
- UI/UX design
- Server Administration-Linux
- Analyzing user requirements for software design

- Documenting user experience
- Writing SQL code

### Achievements

Wrote a file finder program using Java

## **iLab Africa, Strathmore University: March 2021 - April 2021**

### **Internet of Things intern**

#### Responsibilities

- Designing and developing IoT solutions

#### Achievements

- Developed a sanitizer dispenser using a distance sensor
- Took part in developing an irrigation system using LoRa modules

## **PROJECTS**

### **Autism Prediction System**

I developed a machine\_project that predicts the risk of a child being in the autism spectrum. I used flask for the machine learning model and user interface integration and MySQL database.

### **Food Wastage Management Project**

An android application that connects children homes with events and hotels for distribution of surplus food. I used Firebase push notification in sending messages.

### **Woodland**

A C++ based game where players are engaged in cutting as many trees as possible within a given amount of time. This was designed for stress relief.

### **Tic Tac Toc game using Assembly Language**

A player was set to play against the computer. MASM IDE was used in the development of the game.

### **Skills**

Technical	Soft
Programming- Python, C++, C, Java, HTML Assembly,PHP, JavaScript	Communication
Cybersecurity	Team work

Internet of Things-Arduino, Raspberry pi, MQTT	Decision making
Databases-Firebase, MySQL	
Git	
Frameworks-Flask, Laravel, React	

### **Volunteer Programs**

#### **Shalom Hospital, Athi River: January 2020-March 2020**

##### **IT assistant intern**

##### **Responsibilities**

- Providing hardware and software support

#### **St. Mary's Church Sabaki Outreach Program :2018 to date**

This program involves collecting clothes and food twice a year and distributing them to different children's homes. During such visits we help in cleaning and play with the children

##### **Links to my LinkedIn and GitHub**

LinkedIn link: <https://www.linkedin.com/in/stephanie-achieng-1b63201a8/>

GitHub: <https://github.com/Achieng45>