

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

Adhies Holdings, Kitengela: January 2023-December 2023

Software engineer

Responsibilities

- Data collection
- Data mining and feature selection
- Data preprocessing
- Developing recommender system
- Data visualization using matplotlib
- Tutoring
- Software development and debugging

Achievements

- Developed a traditional medicine recommender system using a neural network

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

Programming- Python, C++, C, Java, Assembly, PHP

Internet of Things-Arduino, Raspberry pi, MQTT

Databases-Firebase, MySQL

Git

Frameworks-Flask, Laravel, Django,Flutter

Development Environments-Android Studio, Visual Studio Code,CodeBlocks

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>