



# ALLAN ODINDO VIKIRU

SOFTWARE ENGINEER

## OBJECTIVE

To solve problems by conducting informative research and applying effective solutions in Information Technology.

## SKILLS

Collaboration & Teamwork

Communication

Time Management

Logical & Analytical Thinking

Creativity

## TECHNICAL ABILITIES

### WEB DEVELOPMENT

Languages: HTML5, CSS3, Sass, JavaScript, PHP, MySQL, Node.js, Pug.js

Frameworks: Laravel, WordPress

### INTERNET-OF-THINGS

Tools: Arduino, ThingSpeak and Azure IoT

### DATA SCIENCE

Tools: Python, MATLAB, and Microsoft Power BI

Techniques: Web Scraping, Data Cleaning and Preparation, Data Visualisation, Regression Modelling

### GRAPHICS DESIGN AND DEVELOPMENT

Tools: Inkscape, Krita, Adobe Illustrator, Adobe Photoshop

### UI/UX DESIGN AND DEVELOPMENT

Tools: Adobe XD, Figma

### SOFTWARE ENGINEERING

Tools: Git, GitHub, GitLab, Heroku

Techniques: DevOps, System Analysis and Design, Agile & Prototyping Models



[allanvikiru.github.io](https://allanvikiru.github.io)



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## RESEARCH AND TECHNICAL WRITING

Tools: GitHub, LaTeX

Techniques: Proposal Writing, System and User Documentation

## EXPERIENCE

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### IT SYSTEMS ASSISTANT • QUANTUM FACILITIES MANAGEMENT • MAY 2021 – PRESENT

Conducting various functions including system development, website and database management, graphic design, and digital marketing.

### SOFTWARE DEVELOPER INTERN • SLASH DOT LABS • JANUARY 2020 – MARCH 2020

Worked on different web-based applications in Laravel and WordPress. Served as Team Lead for a project that involved rebuilding online and retail business platforms.

### STUDENT FELLOW • @ILABAFRICA • FEBRUARY 2019 – DECEMBER 2019

Under the system testing and debugging team for two web projects in Laravel and Vue.js.

### STUDENT VOLUNTEER • GERTRUDE'S CHILDREN'S HOSPITAL • JANUARY 2018 – FEBRUARY 2018

Assisted patients and hospital staff in various departments such as Outpatient, Laundry & Housekeeping, Radiology and Pharmacy

## EDUCATION

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### BACHELOR OF SCIENCE IN INFORMATICS AND COMPUTER SCIENCE • 2017 - 2021 • STRATHMORE UNIVERSITY

An active member of the Strathmore University IT Students' Association (SUITSA). Served as Writer in the Public Relations Senate of the 2017-2018 Strathmore University Student Council.

### KCSE • 2013 - 2016 • MOI HIGH SCHOOL KABARAK

Scored a B+ of 71 points in the 2016 Kenya Certificate of Secondary Education (KCSE) exams. Participated in the School Choir, the Red Cross Society and served as Dining Hall Prefect from 2015 to 2016.

### KCPE • 2005 - 2012 • MAKINI SCHOOLS

Attained an A- (398/500 marks) in the Kenya Certificate of Primary Education (KCPE) exams. Member of the lawn tennis team and served as Deputy Head Boy for Middle School from 2008 to 2009.



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## WORKSHOPS AND CONFERENCES

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### **6<sup>TH</sup> STRATHMORE INTERNATIONAL MATHEMATICS CONFERENCE, STRATHMORE UNIVERSITY • NAIROBI, KENYA • JUNE-JULY 2021**

Co-presented a paper: 'Detecting the Risk of Fireground Injuries using IoT'. A dissemination of the implementation of wearable sensor technology to assist firefighters in determining the risk of sustaining fireground injuries.

### **17<sup>TH</sup> ICT CONFERENCE, STRATHMORE UNIVERSITY • NAIROBI, KENYA • MARCH 2019**

Co-presented a paper titled 'Automated Estate Services Management System' which demonstrated a web-based system that assists residential estate management committees in their operations.

## ACHIEVEMENTS AND AWARDS

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### **AIMS ESMT INDUSTRY IMMERSION PROGRAM • AIMS SOUTH AFRICA • JUNE 2021**

Inducted into the 2021 Industry Immersion Program, an internship programme organised partly by the African Institute of Mathematics Sciences in South Africa, to train candidates in business skills that facilitate post graduate employment.

### **DEAN'S LIST AWARD • STRATHMORE UNIVERSITY • FEBRUARY 2021**

Recognised for academic excellence for the 2019/2020 academic year.

### **DEAN'S LIST AWARD • STRATHMORE UNIVERSITY • JULY 2019**

Recognised for academic excellence for the 2018/2019 academic year.

### **1<sup>ST</sup> RUNNERS UP • KONICA MINOLTA NATIONAL UNIVERSITY CONTEST • JUNE 2019**

In a team of three, we developed a solution that sensitises the importance of recycling using augmented reality.

*References and additional contact information will be availed upon request.*

*For further usage, kindly contact me via the communication channels indicated, to access the latest version of the document.*



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