Wuanita Wanjiku
Software Developer

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Nairobi, Kenya 📍

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Wuanita is always looking for new solutions to build user-interactive platforms. Besides possessing practical coding knowledge, she is a team player who loves to share, learn and constructively debate with others. Her love for interacting with user-friendly interfaces has been a key motivator to constantly learn new things and take up challenges. She is embracing the way technology is positively impacting lives and is utilizing her skills in android development and IoT to create a pad dispenser.

EDUCATION

codeHive Program
AkiraChix

02/2021 - Present   *Nairobi, Kenya*

Courses

- IoT: Arduino, Raspberry Pi, ESP8266 module, sensors IoT-based dashboards and databases, Graffana, and Influx DB.
- Back-End Development: Python OOP, data structures; dictionaries, lists, tuples, sets. Django framework.
- UX Research: Research report formulating and presenting. Research methods - Qualitative and quantitative methods.

- Android Development: Android Studio,IntelliJ Integrating REST APIs on mobile applications. Embodying MVVM in Kotlin applications.
- UI Design: Design thinking process, storyboarding, sketching, wireframes, prototyping.
- Front-End Development: HTML/CSS/JavaScript DOM manipulation.

VOLUNTEER EXPERIENCE

Assistant Sound Engineer
AIC Plainsview, South 'B'

08/2017 - 02/2021   *Nairobi, South 'B'*

Achievements

- A self-taught assistant sound engineer.
- First female sound engineer.
- Successfully managed sound production for a wedding that had high profile guests.

REFEREES

Barre Yassin
Field Ready Kenya
Product Manager
akliyobarre@gmail.com

Joy Wambui
Made By People
UX Researcher
joysawambui@gmail.com

Koi Priscilla
Novek
Embedded Systems Engineer
koipriscillaanyango@gmail.com

TECHNICAL SKILLS

Familiarity with IoT components such as sensors, raspberry pi, and Arduino, to send and receive data over the internet and have it displayed on a dashboard.

HTML/CSS/JavaScript - Deploy user-interactive,responsive websites

Design principles, crafting-user journey through storyboards, sketches, wireframes, and prototyping.

Using structured methods such as interviews, usability testing, and surveys to gather information, analyse, and present findings as well as document a report.

Able to design, and build mobile applications using remote data via REST and JSON. Ability to use Android Studio and IntelliJ IDE

Conversant with Django framework in Python.

PERSONAL PROJECTS

Pumzi (08/2021 - Present)
- An air quality monitoring system that measures the level of common air pollutants in order to assess the level of pollution in relation to the ambient air quality standards. The product was designed in AutoDesk Fusion 360. https://github.com/Wuanitawanjiku/Pumzi

Mi. Mi (08/2021 - Present)
- A sanitary pad dispenser that will help NGOs, and the government monitor the distribution of sanitary towels to school. Research report folder https://docs.google.com/document/d/1qT4udjn50VXbPQpwjYk9PYrUf4l47w8Z Hs2jprIlJ0c/edit

Django School Management System (07/2021 - Present)
- Created a school management system using Django that enables learning institutions to manage students' data. https://github.com/Wuanitawanjiku/Python_School_System

Solio Farm (08/2021 - 08/2021)
- Designed a mobile app for coffee and macadamia farmers to help increase their customer reach. https://www.figma.com/file/5ZRlKYSmR91mejGRvUG5b9/Solio?node- id=69%3A123

School Registration App (06/2021 - 09/2021)
- Created a student registration app, able to fetch data from an API using Kotlin, allows student to register into a course https://github.com/Wuanitawanjiku/codeHiveRegistration