

CURRICULUM VITAE
BRIAN MUIGAI
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Personal Profile.

Nationality : Kenyan
ID Number : 32310607
Date of birth : 1st September 1995
Marital status : Single
Nationality :Kenyan
Gender : Male
Religion : CHRISTIAN
Language : ENGLISH AND KISWAHILI
Portfolio : <https://brianmuigai.github.io>

Career Objectives.

To be part and parcel of an effective team and above all realize the set organizational objectives.

Core Competence

I am a motivated, adaptable and responsible person possessing excellent communication skills and quick to adapt to new environment of work. Over the years, I have gathered various skills and insights that have proved to be beneficial to my career, such as being a team player, result oriented, self-motivated and easy to learn

Education Background.

2014 to 2021 : **JOMO KENYATTA UNIVERSITY OF AGRICULTURE AND TECH**
Qualification : Bachelor in Mathematics and Computer Science

2010-2013 : **KAPSARA SECONDARY SCHOOL**
Qualification : Kenya certificate of secondary education

2002-2009 : **KAPSARA PRIMARY**
Qualification : Kenya certificate of primary education

Skills and Abilities.

- Hard Skills
 - Problem Solving

- Experimentation
- Computer and Technology knowledge
- Programming Languages
- Technical Writing
- Software development
- Data Analysis
- Linear Algebra
- Statistics
- Calculus
- Discrete Mathematics
- Soft Skills
 - Attention to Detail
 - Teamwork and Co-operation
 - Analysis
 - Communication
 - Creativity
 - Time management
- Programing Languages:
 - Python
 - Java
 - Android
 - Html
 - Css
 - Php
 - C++

GitHub

- <https://github.com/BrianMuigai>
- Some of my public repositories include
 - MM1-Queue simulation, banking queue was the case scenario in context
 - Poison and ML in Soccer data analysis and prediction
 - Monte-Carlo simulation in solving stochastic and deterministic problem where passage of time plays no role
 - Armature word guessing game
 - Soccer Data Mining
 - Sample android Application (Simplified launcher for the elderly)
- One of the projects done and allowed by my client to credit my self with its development, is an e-commerce application for farmers named Farmlink. It's source code is made in Java for android. Unfortunately, it has not made its way to the play store. The link of the apk file [farmlink.apk](#)

Projects

Although most of my projects were halted due to financial issues or clients doing hobby investments, I take pride in being a part of it since I had to learn the real world of a freelance software engineer first hand.

- **Financial Assistant**: An Android tool that helps users track their financial expenditures and also aid in budgeting. The tool was developed using java for Android and is still under development. Currently, the tool only works with M-Pesa transactions. Main modules of the tool includes SMS text scraping, google assistant integration and M-Pesa API integration
- **Bomafence**: A prototype e-commerce website for Bomafence ltd.
- **Plants Diseases Analyzer**: A system implementing the use of AI in agriculture. The system was built on top of inceptionV2 architecture of deep convolution neural network. The aim was to build a mobile system that would help farmers detect plants diseases simply by taking a picture of the plant's leaves.
- **Farmlink** : An open e-commerce Android application for farmers, developed using java for Android. The application's main objective is to connect farmers and their customers and aid in the purchase.
- **Brij-fintech**: A Financial Technology hobby project, like Stripe, made for developers, by developers. This project aims at creating an online financial service encompassing mobile money services and bank services. The drive is to ease the pain of integrating these services by developers in their project
- **Liquor Store Management System**: A points of sales system with administration backend that allows for inventory management and stock count. So far I have only one customer, shadows liquor store located in Ngara
- **Nyuki App**: An android app for bee farmers with an administration backend for technical and agricultural assistance to farmer. This project was made for the ministry of agriculture, livestock and fisheries, Kabete, as a prototype showcasing their ideas in embracing technology in agriculture.

Referees.

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