Mohamded Junaid Chaudhry

Email: jchaudhry05@gmail.com **Phone:** (+254) 110008070 **Website:** https://bricksigma.github.io/

LinkedIn: https://www.linkedin.com/in/junaid-chaudhry-458b4b208/ **GitHub:** https://github.com/BrickSigma

ABOUT MYSELF

Passionate university student interested in computer programming and problem solving with software solutions, along with video game development, low level programming, and mobile application development with languages like Python, C, assembly, and Flutter.

SKILLS

C Programming | C++ | Python | Video Game Development | Java Programming | ReactJS | Assembly Programming | Linux | Git | Swift | Flutter/Dart | Windows Server

EDUCATION AND TRAINING

[07/07/2023 – Current]

Bachelors of Informatics and Computer Science

Strathmore University

City: Nairobi | **Country:** Kenya |

[22/04/2025 – 25/06/2025]

Apple Development with Swift

Apple

- Developing mobile application for iOS using Swift, SwiftUI, and UIKit alongside XCode and MacOS

WORK EXPERIENCE

Hansel Tech

City: Nairobi | **Country:** Kenya

[19/05/2025 – 18/08/2025]

Web application developer

Developed and deployed a project management web application for Kenya Urban Roads Authority (KURA) using TypeScript, ReactJS, and ExpressJS on Windows Server

MFI Kenya

City: Nairobi | **Country:** Kenya

[13/01/2025 – 01/02/2025]

Application developer

Designed and developed a biometric authentication application for Android using Java and Flutter

Craft Silicon

City: Nairobi | **Country:** Kenya

[14/06/2023 – 21/06/2023]

Web programmer

Developed a personal portfolio website using HTML, CSS, and JavaScript

Copy Cat Kenya

City: Nairobi

[13/06/2022 – 17/06/2022]

Software developer

Automated file server backups using the Python programming language and gained experience with Windows Server and Hyper-V

PROJECTS

[01/08/2025 – Current]

SteinerOS

A hobby operating system written in x86 assembly still in development with the goal of supporting 32-bit protected mode and a FAT file system.

Link: https://github.com/bricksigma/SteinerOS

[10/03/2022 – 10/05/2022]   **Atari Asteroids Clone**

A clone of the clasic Atari video game "Asteroids", written in Python using the Pygame library.

Link: https://github.com/BrickSigma/Asteroids-pygame

[01/12/2022 – 10/12/2022]   **Ray Down Under**

Write A video game written in C using Raylib for the Raylib 9 Years Game Jam event with the constraints of being developed in 10 days, running in the browser and under 32MB.

Links: https://github.com/BrickSigma/Ray-Down-Under | https://bricksigma.itch.io/ray-down-under

HOBBIES AND INTERESTS

Wildlife Photography

Self-taught Pianist

Music, Movies, and Poetry