

CANDACE TARIRO HUNZWI

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EDUCATION

ASHESI UNIVERSITY Accra, Ghana

Expected June 2025

Bachelor's Computer Science

Cumulative GPA: 3.44/4.0; Dean's List 2022-2023

Relevant Coursework: Data Structures & Algorithms, Machine Learning; Object-Oriented Programming; Algorithm Design and Analysis; Artificial Intelligence, Discrete Structures & Theory, Software Engineering, Web Technologies

WORK EXPERIENCE

HP TECH VENTURES

HP Tech Ventures Remote Extern

Dec 2023 - Feb 2024

- Researching start-up metrics, industry data, team, and business models
- Managing data using data cleaning methods and tools such as Open Refine.
- Constructing market maps across various startup sectors
- Recommending attractive start-ups for further investment due diligence

PRINCETON UNIVERSITY

Research Software Engineer Fellow

June 2023 - Sept 2023

- Enhanced parsing of binary messages, reconstructed order books, and optimised processing of historical financial data files in TotalViewITCH.jl.
- Developed version 5.0 of TotalViewITCH.jl, a pure Julia package, streamlining historical financial data file processing.
- Efficiently implemented the reading of 48-bit integers, significantly reducing workload and enhancing processing speed in TotalView version 5.0.

ECONET WIRELESS ZIMBABWE

Quality Assurance Engineer (Intern)

May 2023 – July 2023

- Collaborated with developers to troubleshoot and rectify non-functional code issues, utilising Agile Jira, Java, Swagger, and Android Studio for comprehensive testing.
- Verified and tested codebases, managing over 10 tickets daily for various projects, including the Smart Parking System
- Ensured efficient and reliable functionality through rigorous testing procedures

PROJECTS

SHONA GRAMMAR AND SPELL CHECKER DEVELOPMENT

Sept 2024 - Dec 2024

- Researched grammar and spell-checking systems for native languages, focusing on Shona in Zimbabwe.
- Developed a grammar and spell checker tailored for the Shona language.
- Collected, processed, and analyzed datasets to improve the tool's accuracy.

1VILLAGE APP DEVELOPMENT

May 2024 - Aug 2024

- Developed the 1Village app with a team using Flutter and Dart, creating a platform that connects individuals to share, rent, and sell personal assets (e.g., books, braai stands).
- Designed and implemented backend services with Node.js to handle user authentication and asset management.
- Applied Agile methodologies throughout development to ensure smooth collaboration and iterative improvements.

ADDITIONAL SKILLS

Technical Skills: Advanced in Python & Java, LangChain, GPT4, HTML/CSS, C/C++, SQL, Gitlab & GitHub, Agile Methodologies, Research & Development, Visual Studio, Flutter, VHDL

Languages: Fluent in English and Shona

Certifications & Training: Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning(Coursera), Introduction to Software Engineering(Coursera)