**DAVID INNOCENT ARISA**

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**CURRICULUM VITAE**  
**Qualifications**

* Over 5 years experience.
* I have experience in systems development on Android,C#, Java, JavaScript, HTML5, CSS3, Bootstrap, Game development using Unity3D, .Net(ASP.NET Webforms,MVC,WPF,WCF and webAPI), XML, jSON data parsing, SQL, MS SQL Server, MySQL, jQuery.
* Familiarity with 3D modeling software like Blender, MakeHuman and DAZ3D
* Version control Git \*\* whose still using mercurial :)
* Bitbucket and Github,Actions and pipelines
* Bitrise
* Asana for communication
* Trello for my own personal planning
* Jira software for teamwide collaboration.

**Personal Achievements**

**Fleet**

*Now -Android*

**Android application for freight cargo management. Waiting to be published**

**Deep Neural Network**

*Now TensorFlow, Hadoop(Beginner)*

Image classifier using TensorFlow for Poets. I did this by scrapping the internet for roses photos and using those photos to train the classifier to be able to recognize a photo. The accuracy was at 87% of the correct prediction and a confidence of 43% because of the small amount of training data given to the classifier.

**FireFy**

*2018-Now Android Studio*

An android application that provides MaaS to small and medium scale retailers a platform that links them direct to their target customers with ease and on a manageable budget. The application is backed by Google’s Firebase Backend for database and authentication, Elastic search using Apache Solr, Heroku for processing B2C/C2B mpesa transactions.

**Tinder Clone**

*2016-2017 Android Studio*

Last year i finally managed to finish building an android clone of the popular dating app Tinder. I wanted to try the skills I had learnt in my quest to move from a .NET Framework environment to Java.

**3DThird Person RPG Single player game**

*2014-2015 Unity 3D/ Sketchup/Blender/MakeHuman and Google Streets inside Sketchup*

I build a simple RPG game with enemy AI inside it, a bit of Mecanim animations and NAVMesh agents…You could run around the game scene shooting enemies and collecting rewards as you go about.

**Flappy Bird Clone**

*2014-2015 Unity3D*

I successfully build a flappy bird’s clone to try and replicate the game that took the world by storm.

In doing that I had the opportunity to know how 2D environments are set up and how they differ from 3D. I was able to learn how spritesheets inside 2D environments work and how they aid in bringing animations to life.

**Cargo Ship Tracking**

*2015-2015 Google Maps API, Routes API,Directions API*

Using available data from the OPENDATA organization I was able to trace cargo ship routes from the 1800s to 2000s showing heatmaps to show which are the most docked locations are globally.

**Simple Web Browser**

2011-2012

I build a simple web browser that ran over the old internet explorer rendering engine Trident.

**Project References**

[**https://play.google.com/store/apps/details?id=com.david.datingui**](https://play.google.com/store/apps/details?id=com.david.datingui)

<https://play.google.com/store/apps/details?id=com.davidinnocent.terrasoft>

<https://play.google.com/store/apps/details?id=com.co.ximmoz.FireFy>

<https://play.google.com/store/apps/details?id=com.msafirismart.user>

<https://play.google.com/store/apps/details?id=com.msafirismart.operator>

**cellsofttechnologies.com**

<https://vimeo.com/323709423>

**Professional Experience**

**Swypepay.africa**

**August 2019- May 2020**

**Android Developer**

**Cellsoft technologies**

**August 2019- May 2020**

**Consulting Software developer**

Laibon Group

**August 2018- May 2019**

**Software developer**

**StoneHouse Technologies**

**May, 2016-June 2018**

**Fullstack Asp.Net Developer**

**Bremlyn LTD, Nairobi**  
March, 2013 - 2015  
**Junior Software developer**