

Eugene Mwangi Mwaniki

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SKILLS

- Python, JavaScript, C, C++, Java, Kotlin
- SQL, MySQL, PostgreSQL, SQLite, MongoDB, Redis
- Express, Flask, Django, FastAPI, React, Angular
- Android App Development, Operating Systems, Microservices, Backend, Frontend, Docker, Agile, Git

WORK EXPERIENCE

Turing Enterprises (AI trainer)

- Trained AI LLM models on Python code to understand and produce coherent and functional code to do a wide range of tasks from common problem solving to complex backend systems in Flask, Django and FastAPI.
- Spearheaded the training of AI LLM on JavaScript code with the goal to produce high quality, efficient and scalable code on a variety of tasks from frontend document manipulation to backend management and testing.

Octavia Carbon (Intern)

- Developed firmware to run direct air carbon capture machines, designed to capture 1000 tons of carbon dioxide annually, with the goal of controlling the functionality and managing the sensor data with speed and efficiency at the core.
- Pioneered the use of AI for runtime parameter optimization with the sole purpose of running the machines at maximum efficiency to maximize yield.

UNReLo (University of Nairobi)

- Designed and implemented code the entire communication backhaul software between a LoRa gateway and a satellite and satellite to ground station.
- Mentored students to use the configuration, starting and use of the software, and best practices on the communication setup necessary.

PROJECTS

Python AI Library

- Architected an entire AI library with capability to build, train and deploy Machine Learning models from the ground up in raw Python code.
- Optimized the library to leverage accelerated hardware and multicore architectures increasing inference speed by over 120%.

Game Development

- Engineered a native browser game, with an interactive, elegant and responsive interface, with cookie integration for progress tracking across sessions.
- Integrated an advanced mode for training into the game with stunning visuals and effects to guide the user through the paces of playing the game.

Solution Development

- Formulated and built a full stack application to solve sudoku puzzles from random images of unsolved puzzles to a fully solved puzzle images in under 5 seconds, leveraging advanced image-based AI models and complex solving algorithms and rendering modules.
- Invented Android applications that use a vast library of words to solve game puzzles, like Wordle and 4 Pics 1 Word, quickly, while minimizing the cost in context with gameplay chances.

EDUCATION

Coursera

Certificates in Front End Development by Meta, Artificial Intelligence with Python and TensorFlow by DeepLearning.AI

University of Nairobi

Bachelors Degree in Electrical and Electronics Engineering (2024)