

PERSONAL RESUME

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Yolamu Kamukwamba

Career Objective: Software engineer

Currently studying in china / Zambian / 27 years old /

Education

2013.09 -- 2017.06	Bohai University	Software Engineering	Bachelors Degree
2017.09 -- 2020.06	Bohai University	Software Engineering	Masters Degree

Objective

Looking for a challenging and dynamic atmosphere where I may use my abilities under the supervision of coworkers and senior personals. I enjoy overcoming challenges, and I have a genuine interest to find new ways of solving problems.

Relevant Experience

- In the past years I have been working on individual projects related to things such as: software development, game development, data management, IOT(internet of things), Robotics, UAV' s and Hardware design..
- I have also worked as an intern in one of the biggest communication companies in Zambia called Zamtel
- I have been working as a freelance software developer for over 7years as a full stack developer web and app developer. I worked with different types of people to help bring their projects to life using languages such as: Java, C, C++, PHP, node js, JavaScript, html5, typescript, C#, Python and Arduino.
- I have been working on a lot of personal projects in unity since 2013, though most of the projects I did have not been officially released to the public. working with unity for that long has helped me keep up to date with new things that are happening in game development.
- At the end of 2019 I started working on some games and apps in virtual reality on to expand my skill sets for at least 1 and a half year, with the experience I have with unity it made the whole process developing virtual reality apps and games very easy

- Worked with an international company that focuses on projects made with Golang for 2 years and the following were the projects I was responsible for:
 1. Creating a QR code grid map generator for a fiducial marker tracking system
 2. Working on robot hardware and movement software
 3. Creating a QR reader for extracting data to be used in the robot control fiducial marker tracking system
 4. Creating an automation movement system based on fiducial marker tracking data
 5. Creating automated pathfinding by using fiducial markers on the grid map generated
 6. recreating the fiducial marker tracking robot simulator system from scratch with OpenGL and Golang for multiple robot performance tests
 7. worked on a game engine built from scratch written Golang and OpenGL for a new game that was being planned for development
 8. creating a dynamic batch rendering system for the game engine written in Golang
 9. creating the skeletal animation system for the game engine written in Golang
 10. because of development time development of the game was moved to unity so a lot of the Golang game engine functions developed had to be ported to unity for ease of use for new developers joining the game development team.
 11. Changing game development approach to use an ESC system design approach with Entitas using C# for both server-side tasks and client side tasks made in Unity

- worked as a vueJS front end developer for almost 2 years on a product that provides online lessons the following were the projects I was responsible for:
 1. maintaining current product codebase and fixing bugs.
 2. Implementing new features for the product.
 3. Testing and adjusting codebase based on new features implemented by other developers.
 4. Working with backend developers and product designers to implement new features.
 5. creating interactive games on the student and teacher side that makes learning fun and easy for students.
 6. developing a separate student side system that focuses on teaching kids and is designed differently from the previous student side system which has now changed to an older student side system.

Microsoft Virtual Academy

- I got 3 badges from the MVA for completing the “know it prove it challenge” which had 3 major topics and those are: Big data challenge, web development challenge and internet of things (IOT) challenge. In addition to this major accomplishment I also hold 18 certificates for doing 18 different courses at Microsoft virtual academy (MVA).

MVA certification list

1. Building Windows 10 Games with Unity 5 11/29/2016
2. Building Blocks: Game Development 12/27/2016
3. Creating Virtual and Augmented Reality Apps on the Windows Platform 09/21/2016
4. Getting Started with the Internet of Things (IoT) 12/01/2016
5. Developing Apps for the Internet of Things 12/01/2016
6. Building Blocks: Internet of Things (IoT) 11/29/2016
7. Getting Started with Microsoft Big Data 12/02/2016
8. Top Ten Tips and Tricks to Managing Mobile Devices 12/18/2016
9. MongoDB and Redis Caching 12/05/2016
10. introduction to Angular 2.0 12/04/2016
11. Using Node.js with Visual Studio Code 12/04/2016
12. Programming Robotic Systems with Visual Studio 12/03/2016
13. Course Evaluation Package for Creative Coding through Games and Apps 12/02/2016
14. Big Data Analytics with HDInsight: Hadoop on Azure 12/02/2016
15. Hands-On with Azure Stream Analytics 12/01/2016
16. Xamarin for Absolute Beginners 04/03/2016
17. XAML for Windows 10: Layout 09/28/2016
18. Windows 10: Speech Recognition and Cortana Integration 09/28/2016

Programming Skills

Java Programming, HTML & CSS Programming, C++ Programming, C Programming, Dot Net & C# Programming, Arduino Programming, React, PHP Programming, JavaScript, TypeScript, Database Management & SQL, NoSQL, Python Programming, Ruby Programming, Xaml Programming, Apache Spark, Angular 2.0, Hadoop, Node.js, MongoDB, Vue.js, Golang, OpenGL

Languages Skills

- English (native)
- Chinese (Learning)

Other Skills

Custom Hardware Design, Photo Editing, Video Editing, 3D Modeling, Animation, Game Development