

JAMES EDGAR MOKUA

SOFTWARE ENGINEER

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Relevant Experience

Software Engineer Intern @ M-Builds

JAN 2022 - Present

- › Successfully completed several high-profile software projects, including a customer portal that increased customer engagement by 40% and an inventory management system that reduced inventory errors by 30%
- › Implemented automated testing and continuous integration practices, resulting in a 20% increase in software delivery efficiency
- › Developed and maintained an internal library of reusable code components that reduced development time by 25%
- › Led a cross-functional team of software engineers, UX designers and product managers to develop a new software product from concept to launch, resulting in a 15% increase in revenue

Software Development Engineer @ Arklight International

APR 2022 - FEB 2023

- › Spearheaded implementation of watertight Principle of Least Authority across 100% of software engineering and associated team members.
- › Manually tested sites in various browsers and mobile devices to ensure cross-browser compatibility and responsiveness while 28% faster load time than industry average
- › Build distributed storage, index, and query systems that are scalable, fault-tolerant, low cost, and easy to manage/use
- › Collaborate with experienced cross-disciplinary Engineers to conceive, design, and bring innovative in-house and client products to life.

Software Engineer Intern @ Freelancer

JULY 2021 - JAN 2023

- › Executed deliverables concerning user stocks and tested user stocks deliverables and made sure that all modules were functioning at 100%
- › Delivered responsive, cross browser compatible and accessibility compliant websites, achieving 12% faster load time than industry average
- › Deliver engaging user experience through optimization of images, code, and cross-browser compatibility, increasing Time on Page by +60 seconds for the client websites
- › Designed dynamic and browser compatible pages using React JS, TypeScript, Node and UI libraries like Fluent UI

Projects

Self-Driving Car

This is a self-driving car simulation that implements neural networks and machine learning all in JavaScript with no libraries used

Twitter Bot

Built a GPT-3 Powered Twitter Bot that automatically sends tweets after a given amount of time based on a chosen topic using Node.js, Firebase and the Twitter API

Skills

Programming Languages

JavaScript (ES6), TypeScript, HTML, CSS/Sass, SQL, Python, PHP, Three.js, Java, C, C++, React Native

Libraries & Frameworks

React, Node.js, Express, Jekyll, Fluent UI, MUI, JQuery

Tools & Platforms

Git, Webpack, Netlify, Heroku, WordPress, Docker, Firebase

Design

Figma

Education

Jomo Kenyatta University of Technology and Agriculture

2020 - 2023

Bachelor of Science in Business Information Technology

Skills

- Project Management
- Complex Problem Solver
- Creative design
- Innovative

Languages

- English - Advanced and fluent
- Kiswahili - Advanced and fluent