# Jeilani Mugaza

# **Software Developer | Cloud**

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#### **SUMMARY**

Results-driven developer with a foundation in cloud computing and software development. Proficient with JavaScript, python and related technologies. Knowledgeable in secure, scalable system design and CI/CD implementation. Committed to continuous learning and problem-solving.

### **SKILLS & TECHNICAL TOOLS**

Languages: JavaScript, Python, HTML/CSS

**Technologies:** Git, Github, AWS, Node.js, Networking, Linux, ReactJS, Database, Terraform, VS Code **Personal:** Problem Solving, Analytical, Attention to Detail, Teamwork, Communication, Eager to learn

#### **EXPERIENCE**

## **Software Engineering | General Assembly**

Expected Graduation - May 2024

• Participated in the Software Engineering bootcamp at General Assembly through Adobe Digital Academy.

## AWS re/Start Program | Primed Talent

July 2023 - September 2023

- Implemented secure, scalable AWS systems following Well-Architected and Cloud Adoption Framework principles.
- Utilized AWS services (EC2, EBS, VPC, S3, Lambda, CloudFormation, CI/CD, Git) for configuration management and infrastructure deployment.
- Applied Python for AWS Lambda functions, optimizing data handling with RDS and DynamoDB.

#### **PROJECTS**

# The Cloud Resume Challenge | Github | Live

October 2023

- Developed a resume website hosted securely on Amazon S3 and CloudFront, utilizing AWS services for serverless backend, resulting in a scalable platform for showcasing professional credentials.
- Implemented CI/CD pipelines using GitHub Actions, streamlining development with automated testing and deployment for efficient updates and maintenance.

# Sports Players Tracker | Github | Live

*April* 2024

- Created a full-stack web application with Express, Node.js, and JavaScript, enabling seamless CRUD operations.
- Integrated MongoDB for efficient data management of player and team information.
- Designed intuitive UI with HTML, CSS, and Tailwind CSS for optimal user experience

# Memory Game | Github | Live

March 2024

- Developed a memory card game using HTML, CSS, and JavaScript, resulting in an interactive user experience.
- Implemented game mechanics like shuffling, matching, and win conditions, enhancing gameplay with dynamic challenges.
- Integrated a JavaScript countdown timer to intensify gameplay, prompting quick strategic decisions.

## **EDUCATION**

General Assembly | Software Engineering

Expected Graduation - May 2024

AWS re/Start Program | Certificate, Cloud Computing Lafayette High School | Diploma

July 2023 - September 2023 October 2016 - June 2019

# **CERTIFICATIONS**

AWS Solutions Architect Certification - Associate AWS Cloud Practitioner Certification

February 29 2024

September 19 2023