

# Munashe Langton Mukweya

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## EDUCATION

### Grambling State University

*Bachelor of Science in Computer Science and Cybersecurity*

May 2027

GPA: 3.9

## TECHNICAL SKILLS

**Languages:** Python, C++, Java, JavaScript, TypeScript, HTML, CSS, Tailwind CSS, SQL, C#, Ruby

**Frameworks:** React, Next.js, Node.js, Angular, Django

**Developer Tools:** Linux OS, Docker, MongoDB, Git, Amazon Web Services, MySQL, PostgreSQL, Slack, Supabase, Bootstrap, VS Code, Visual Studio, Unity, Qt

## EXPERIENCE

### Grambling State University (Student Technology Centre)

Sep. 2024 – Present

*Support Staff*

*Grambling, LA*

- Diagnose and resolve technical issues for desktops, printers, and software, leveraging troubleshooting skills to assist a campus of 5,000 students and staff.
- Contribute to a significant decrease in technology misuse incidents by enhancing system and network integrity through regular educational communications.
- Provide quality customer service with general support for hardware and network connections to over 500 users a month.

### Grambling State University (Department of Math and Physics)

Sep. 2024 – Dec. 2024

*Undergraduate Research Assistant*

*Grambling, LA*

- Contribute to separate experiments by documenting detailed lab reports in lab notebooks, enabling a team of 6 research assistants to infer next steps from previous results, reducing redundancy in the research process.
- Supported a study aimed at enhancing solar cell efficiency by leading experiments and analyzing solar cell performance with wavelength conversion films, culminating in a team presentation at a research symposium.

## PROJECTS

### EasyCollab | *Next.js, React, Tailwind CSS, Notion, Firebase*

[Live Demo](#) | [GitHub](#)

- Developed a full-stack collaboration platform using React and Next.js, enabling user registration, project idea submission, and networking functionalities.
- Engineered a recommendation feature using the OpenAI API to match users with relevant projects seeking collaborators, enhancing user experience and engagement.

### Escape Solstara | *Unity, C#, .NET, AWS, OpenAI API*

[Game Demo](#) | [GitHub](#)

- Developed a multiplayer escape-room game for the AWS Game Builder Challenge, implementing multiplayer functionality for up to 8 users per session using AWS GameLift, and programming with C#.
- Enhanced user engagement by integrating AI generated riddles and an AI chatbot system using the OpenAI API.

### SEA Web Browser | *C++, Qt, QML*

[Video Demo](#) | [GitHub](#)

- Developed a web browser using C++ and Qt Creator, integrating core functionalities like URL navigation and page loading
- Enhanced user experience by leveraging object-oriented programming principles to engineer a custom tabbed browsing interface, overcoming Qt's widget limitations.

## LEADERSHIP AND ORGANIZATIONS

### [Codepath](#)

Sep. 2023 – Present

*Community Member*

### [ColorStack](#)

Sep. 2023 – Present

*Community Member*

### [IBM SkillsBuild](#)

Mar. 2024 – Jan. 2025

*Student Ambassador*