

Munashe Mukweya

318-690-8862 | munashemukweya2022@gmail.com | <https://munashemukweya.com> |
<https://www.linkedin.com/in/munashe-mukweya/> | <https://github.com/Langton49>

EDUCATION

GRAMBLING STATE UNIVERSITY

Expected Graduation: May 2027

B.S. in Computer Science, B.S. in Cybersecurity

GPA: (3.94/4.00)

Relevant Coursework: Computer Science I, Computer Science II, Discrete Structures, Data Structures and Algorithms, Calculus 1, Calculus 2, Calculus 3, Information System Threats and Attacks, Intro to Database and Data Security, Software Engineering

SKILLS

Languages: Python, C++, Java, JavaScript, HTML, CSS, Tailwind CSS, SQL, C#, Kotlin, Swift

Frameworks/Technologies: React, Next.js, Angular, Bootstrap, Git, GitHub, Amazon Web Services, Linux OS, MATLAB, Firebase, QT Creator, Unity, .NET Framework, Django

Certificates & Training: [Cisco CCNA: Introduction To Networks](#), [IBM Getting Started with Cybersecurity](#), [IBM Getting Started with Threat Intelligence and Hunting](#), [IBM Cybersecurity Practitioner Certificate](#), [Amazon AWS Academy Graduate – AWS Academy Cloud Foundations](#), [IBM Getting Started with AI](#), Codepath Intro Cybersecurity Certificate, Codepath Intermediate Cybersecurity Certificate

EXPERIENCE

GRAMBLING STATE UNIVERSITY

Grambling, LA

Student Technology Assistant

Sep 2024 – Present

- Resolve technical issues by providing hands-on technical assistance with computers, printers and installed computer programs such as Adobe and Microsoft Office Suite to 20+ students per shift.
- Perform regular maintenance on 25+ computers and 3 printers and communicate with team members through Connecteam, improving equipment availability and issue resolution rates by 84%.
- Protect computer systems and equipment by explaining and enforcing lab policies through posters and announcements, achieving 100% system and network protection and reducing incidents of misuse by 45%.

GRAMBLING STATE UNIVERSITY

Grambling, LA

Undergraduate Research Assistant

Sep 2024 – Dec 2024

- Accelerated research progress by leading experiments and analyzing data on solar cells with wavelength conversion films (for efficient solar energy applications) using MATLAB and Microsoft Excel, saving the professor 3 hours per week in preparation for a conference presentation.
- Improved research clarity and communication by writing detailed scientific lab reports, which were referenced by a team of 6 research assistants, reducing task repetition and increasing research efficiency by 60%.

CHRIST EMBASSY CHURCH

Johannesburg, South Africa

Assistant Sound Engineer

Mar 2020 – Jun 2023

- Ensured high-quality sound during church services by monitoring the audio mixer and performing weekly maintenance on 2 speakers and 4 microphones, reducing sound distortions by 30% and ensuring 100% uptime to enhance worship experience.
- Led 12 church services as the lead sound engineer in the absence of the regular technician, managing the sound system and troubleshooting critical issues to deliver clear, uninterrupted audio for 35+ attendees per service, fostering engagement.

PROJECTS

ESCAPE SOLSTARA | C#, Unity Game Engine, .NET Framework, AWS | [GitHub Repo](#)

Dec 2024 – Jan 2025

- Independently designed and developed a medieval-themed scavenger hunt game for the AWS Game Builder Challenge, using **AWS GameLift, Lambda, Unity** and **C#**, supporting up to 8 multiplayer users per session.
- Increased replayability by implementing dynamic clue generation using the **OpenAI API**, creating no more than 8 unique clues per game session, saving 1 day of development time compared to prewritten clues.
- Integrated an immersive 3D village environment in **Unity** using assets from the **Unity Asset Store**, reducing development time by up to 2 weeks that would have been spent on custom 3D modeling.

EASYCOLLAB | React, Next.js, Tailwind CSS | [GitHub Repo](#) | [Demo](#)

23 Nov 2024

- Won **1st place** at the inaugural Notion x Grambling State University hackathon.
- Built a collaboration platform using **Next.js** that enables users to create accounts, submit project ideas, and connect with potential collaborators.
- Implemented a recommendation feature using the **OpenAI API** to match users with relevant projects seeking collaborators, enhancing usability and engagement.

SEA WEB BROWSER | C++, Qt Creator | [GitHub Repo](#)

Jul 2024 – Aug 2024

- Developed a lightweight web browser, using **C++** and **Qt Creator** to create a modern and responsive user interface.
- Leveraged the Qt framework to implement core functionalities, including URL navigation, page loading, and custom tabbed browsing for enhanced user experience.

SIMPLE LINKEDIN QUEENS CLONE | Python, Tkinter | [GitHub Repo](#)

Aug 2024 – Sep 2024

- Programmed a game inspired by LinkedIn's Queens puzzle using **Python** and the **Tkinter** library to create a clean and responsive user interface.
- Optimized computational performance using traversal algorithms, achieving a 20% reduction in computation time and maintaining sub-100ms latency for seamless gameplay.

LEADERSHIP

IBM SKILLSBUILD STUDENT AMBASSADOR PROGRAM

Grambling, LA

Student Ambassador

May 2024 – Present

- Increased campus engagement with the IBM SkillsBuild program by 20% through promotional campaigns and tech talk watch parties, boosting cybersecurity awareness and skill development.

COLORSTACK

Remote

Member

Sep 2023 - Present

- Contributed to a 4,500+ member community by participating in networking events and workshops focused on diversity and inclusion in tech.