



Malik K Lanlokun

Software Engineer

My Contact

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📍 Bertil Harding Highway, Brusubi

🌐 www.maliklanlokun.com

Hard Skill

- A.I Tools | Google Vertex A.I, ChatGPT
- Backend frameworks | Django, Laravel Flask | Nodejs
- Frontend Frameworks | React , Vue & Flutter
- Cloud platforms | Google cloud, Azure, Laravel Forge, Render
- Automation tools | Docker, Faction. Puppet , Bash
- CMS | Wordpress, Squarespace, Wix

Soft Skill

- Observation
- Decision making
- Communication
- Multi-tasking

Education Background

- ALX
Certificate in Software Engineering
Completed in 2023
- University of The Gambia
Bachelors Degree in Computer Science

Completed in 2021
- Andela
Google Cloud Certificate

Completed in 2022

About Me

Experienced and results-driven Software Engineer with over 3 years of expertise in developing and deploying cutting-edge enterprise applications for both government and non-government institutions. As a visionary and dedicated Software Engineer, I have consistently demonstrated a strong commitment to innovation and have led high-performing teams through the full software development lifecycle

Professional Experience

University of The Gambia. | Software Engineer
Jan 2023 – Present

Key responsibilities:

- Engage with stakeholders to understand their software requirements, address concerns, and manage expectations effectively
- Contribute to the software architecture and system design decisions
- Emphasize the importance of comprehensive technical documentation, ensuring that knowledge is well-documented and shared among team members.
- Make informed and effective decisions regarding software architecture, technology selection, and system design, considering both short-term needs and long-term scalability
- Coordinate support activities for bug fixes, updates, and maintenance, ensuring seamless operations of deployed applications.

• 2M CORP | Software Engineer

March 2022 – Jan 2023

Key responsibilities:

- Collaborate with the development team to design, develop, test, deploy, and maintain software applications following the SDLC
- Setup CI/CD workflows for each application.
- Provide ongoing support for bug fixes, updates, and maintenance activities
- User Training

University of The Gambia | Software Engineer Intern

Jan 2021 – Feb 2022

Key responsibilities:

- User Requirement Gathering
- User requirement analysis and design
- Prepared reports on the above information and report the insights.

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Volunteering Experience

University of The Gambia | Teaching Assistant
Jan 2023 – Present

- Human Computer Interaction
- Intelligent System

Rotaract Club of Fajara | Assistant Chair
Professional Development Committee
Jan 2023 – Present

Deep Learning Indabax Gambia | Volunteer
Organiser
July 25th – July 27th 2023

Trainings Attended

- Deep Learning IndabaX Gambia
- RHinno Ethics Training for REC Administrators , Researchers and Reviewers
- Conference on Research in Computer Science and its Application

Research Interests

Computational Neuroscience

Topics

- Neural Network Modelling
- Sensory Processing
- Brain Computer Interfaces
- Artificial Intelligence and Neuroscience
- Neuroplasticity

Artificial Intelligence

Topics

- AI in Education
- AI in Healthcare
- AI in Robotics

Computer Science

Topic

- Computer Vision
- Quantum Computing
- Autonomous Systems and Robotics
- Natural Language Processing

Achievements

2021	Deployed University of the Gambia first ever Library Management System
2023	Deployed University of The Gambia first ever Medical School Portal
2023	Deployed and developed custom modules in openIMIS for the NIUE AND GAMBIA Government and for Kaduna State
2023	Selected to Participate in Deep Learning Indaba Ghana
2021	Successfully developed and deployed the website for the commission of inquiry into the Tigray region for the African Commission for human and people's rights