

Liliane Gikundiro

Software Developer

Liliane is a software developer, her early dream of becoming a doctor would evolve into a machine learning engineer. During her initial laboratory training at Remera health center in Kigali, she observed how simple interventions like digitizing medical records could go a long way in improving how healthcare services were delivered. She finds technology as a catalyst for solving pressing problems. She is committed to taking part in engineering transformational interventions.

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EDUCATION

Diploma in Information Technology AkiraChix - Nairobi

02/2022 - Present

Courses

- **Back-end Development** - Manipulating data types in Python, Object-Oriented Programming, and making dynamic web pages using Django framework.
- **Android Development** - Kotlin data types, Object-Oriented programming, and MVVM architecture.
- **Front-end Web Development** - Manipulating data types in JavaScript, DOM manipulation, and Js tools.
- **UX Research** - Design thinking process, research methods, and research documents.
- **UI/UX Design** - Design principles, user experience, color psychology, designing wireframes, user interfaces, and logos
- **Internet of Things** - Design thinking, electronics, Fusion 360 design, and Arduino board prototyping.

VOLUNTEER EXPERIENCE

Tutor

Dihiro Primary school,

02/2018 - 03/2020

Bugesera, Rwanda

Achievements/Tasks

- She tutored Elementary science to upper-class students at Dihiro, an under-resourced primary school to help them improve their performance.

Laboratory Trainee

Remera Health Center

07/2020 - 10/2020

Kigali, Rwanda

Achievements/Tasks

- She assisted laboratorians in elaborate sample preparation and fast digital recording of results to foster timely delivery of results to all nurses.

SKILLS

Good understanding of Python data types and object-oriented programming in building programs.

Good knowledge in manipulating Kotlin data types and using MVVM architecture to separate views from logic.

Possesses knowledge in building functional websites by DOM manipulation and conditions in JavaScript

Understanding of design thinking process, and ability to use qualitative and quantitative research methods to conduct user research.

Knowledge of design principles and ability to use Adobe Illustrator, Adobe Photoshop, and Figma to design user interfaces, wireframes, and logos.

PERSONAL PROJECTS

CareMark (07/2022 - Present)

- Innovative verification mobile application to enable TB patients to adhere to TB medication in order to combat TB drug-resistant strains and persistent perpetuation of TB in Kenya.
- <https://github.com/akirachix/CareMark.git>

Qraft Store

- A web application for showcasing artists and selling gigs in East Africa. Collaborating with a team in Qraft Apprenticeship.
- <https://qraftstorealpha.netlify.app/>

Be-Fit App

- A fitness mobile application to help athletes plan and keep track of exercises in Android studio.
- <https://github.com/Liliane-Gikuku/Be-Fit.git>

Hobe Science Blog

- A blog to help highschool students share concepts for fun and deeper understanding.
- <https://github.com/Liliane-Gikuku/Hobe-blog.git>

REFERENCE

Marie Githinji Executive Director & Co-Founder at AkiraChix

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