Mercy Ssozi Birungi

Software Developer

+256 780 256885 /+256 755463963

mercyssbirungi@gmail.com | [GitHub](#) | [LinkedIn](#) | [Portfolio](#)

PROFESSIONAL STATEMENT

Birungi enjoys connecting the dots: be it analysing or defining different problems to come up with impactful ideas. She is a Software developer that loves coding and continues to learn new ways to improve communities through technology. She has experience working with a range of programming languages which has led her to develop various projects.

SKILLS

- Able to create Kotlin applications with RecyclerViews and libraries like Picasso.
- Able to use RESTful APIs and XML to connect android applications with backend services.
- Basic understanding of the android app lifecycle, architecture principles, and design fundamentals.
- Able to use Object-Oriented Programming in Python programs to make code reusable.
- Ability to use Django framework to manage the interchange of data between servers and users.
- Able to use version control systems and tools like GitHub to collaborate.
- Able to use DOM to dynamically access and update content, structure, and style of a document.
- Able to use React to build single-page applications.
- Able to use HTML to create web page structures, and CSS to create the (visual and aural) layout of a webpage.
- Able to create user-friendly interfaces with Figma that enable users to understand how to use complex technical products.
- Ability to carry out user research through using the Design Thinking Process.

EDUCATION

AkiraChix

codeHive Program - Diploma in Information Technology

Courses

- **Back-end Development** - Data types such as Lists, Tuples, Dictionaries, Object-Oriented Programming, and Django for the creation of server-side web applications.
- **Front-end Mobile Development** -Kotlin Object-Oriented Programming, Using Recycler Views, MVVM and API integrations to develop user-friendly mobile apps.
- **Front-end Web Development** - DOM manipulation and implementation of web design through the use of HTML, CSS, and Javascript.
- **UI/UX Design** - Use of Figma and Adobe Illustrator to design logos, mobile and web applications.
- **UX Research** - User Research, Information Architecture, Interaction Design, Usability Testing, Visual Design and Content Strategy.
- **Industrial Design** -Use of Fusion 360 for precise modelling of 2D and 3D objects.
- **Internet Of Things-**Connecting physical objects that are embedded with sensors and software to exchange data over the internet

Engineering Construction Industry Training Board, Rigging and Lifting, Level 1 &2

MARCH/2019- AUGUST/2019

Engineering Construction Industry Training Board, Occupational Health and Safety

FEBRUARY /2019- SEPTEMBER/2019

PROJECTS

Social media messenger app Created a social media application using Kotlin Android studio. Implemented Retrofit and recycler views in order to fetch and get timely information to the user using APIs, MVVM and firebase.
UI link- https://www.figma.com/file/qHiDrmA2ePYwDnTCKHYeMr/Chatty-mobile-app
Code link- https://github.com/MercybirungiS/Chatty-Messenger

Python challenges Solved Python challenges that mostly involved object-oriented programming. Used git branches and pull requests on every topic and this greatly improved my git collaboration skills https://github.com/MercybirungiS/python_challenges

Lima Smart This project's aim is to create a smart farming solution for Kenyan farmers in order to increase the quantity and quality of yields. Currently on the research phase.
https://drive.google.com/drive/folders/1T6VqteFuwwPGWnMY842ln19T9Dxj8mjV?usp=sharing

School System This is a Django online school management system and the main functionalities are registering a student and trainer, adding courses and creating school events with the implementation of APIshttps://github.com/MercybirungiS/school_system

Solio Farm Sketched and designed the logo using Adobe Illustrator. Designed the Solio e-commerce plants app using Figma
https://www.figma.com/file/z6HgJUft4ghALGlT1D9K0F/Solio-farm?node-id=0%3A1

VOLUNTEER EXPERIENCE

Head of Energy, STEM queens Uganda
SEPTEMBER /2018- JANUARY/ 2021

Responsibilities:

- Taught primary school children Mathematics and Science using lego challenge cards.
- Approached different school headteachers and requested them to allow my team to have STEM events in their schools.

Peer Educator, International Citizen Service
JANUARY/2020-SEPTEMBER/2020

Responsibilities:

- Raised awareness on sexual and reproductive health rights among youths in my community.
- Carried out programme monitoring, evaluation and reporting of activities that I was assigned.

Field Enumerator, Ipsos Uganda
SEPTEMBER/2018-SEPTEMBER/2020

Responsibilities:

- Conducted user research for various companies that I was assigned using field research methods like qualitative interviews, participant observation and direct observation.

ACHIEVEMENTS

Google Africa Developers Scholarship, Android Development.
JULY/2021-Present

Cloud-Native Training, Cloud Crane, Certificate of Attendance.

AUGUST/2021

Future Makers Forum, Standard Chartered, Certificate of Attendance.

 JULY/2021

REFEREES

John Owuor
 Software Developer, Twiga Foods
 owuor91@gmail.com

Lynn Asiimwe
Site Reliability Engineer, Google
lynnassimwe@gmail.com