Mercy Ssozi Birungi

Software Developer

Mercy is an enthusiastic and result-oriented software developer who is passionate about using her Kotlin, Python, JavaScript and UI/UX skills to develop quality software solutions that address and solve business problems. She has developed a social media application using android development. She is seeking a software developer internship position in a dynamic firm that values her analytical and technical skills while concurrently aiding her personal growth.

mercyssbirungi@gmail.com ✉

+256(0)780256885 / +256(0) 755463963 📱

Nairobi, Kenya 📍

mercybirungi-portfolio.netlify.app 🌐

linkedin.com/in/mercy-ssozi-birungi-22430510a in

github.com/MercybirungiS ⭘

EDUCATION

Diploma In IT
Akirachix

02/2021 - Present   *Nairobi-Kenya*

Rigging and Lifting Level 1 and 2/ Health and Safety
Engineering Construction Industry Training Board

02/2019 - 07/2019   *Uganda*

EXPERIENCE

Head of Energy
STEM Queens Uganda

08/2018 - 12/2020   *Uganda*

Responsibilities
- Taught primary school children different STEM-related subjects using lego challenge cards. Also taught the children about the different types of equipment, PPE and safety measures used in the construction Indsustry
- Organised and planned STEM events

Peer Educator
International Citizen Service

02/2021 - 08/2020   *Uganda*

Responsi
- Organised and planned all assigned events and activities
- Raised awareness on sexual and reproductive health rights among youths
- Carried out programme monitoring, evaluation and reporting of activities

TECHNICAL SKILLS

Python-Intermediate knowledge about Python data structures-lists, tuples, dictionaries, and Classes.

Kotlin -Able to create Kotlin applications with retrofit,MVVM , firebase and Recycler views

Django- Able to use the Django framework to create interactive web pages

JavaScript -Intermediate knowledge of JavaScript, DOM Manipulation and Node js

UI/UX Design-able to make wireframes and mockups using Adobe Illustrator and Figma

UX Research-Able to carry out user research using the UX process and usabIlity testing

Version Control-Git Hub- Able to collaborate using git branches and pull requests

PERSONAL PROJECTS

Chatty Mobile App (07/2021 - Present)
- Created a social media application using Kotlin Android studio. I implemented Retrofit and recycler views in order to fetch and get timely information to the user using APIs,MVVM and firebase.-Link

Python Challenges (07/2021 - Present)
- Solved Python challenges that mostly involved object-oriented programming. I used git branches on every topic and this greatly improved my git collaboration skills

Solio Farm (06/2021 - 08/2021)
- Sketched the logo of this farm , designed it with Adobe illustrator .I also sketched and designed the plant ecomerce app of this farm using figma showing the user journey

Lima Smart (07/2021 - Present)
- Worked with a group of four classmates on this project. The main problem we were solving is how we can improve the quality and quantity of yields Kenyan farmers produce while using smart tech. Desk Research Link

School System (07/2020 - Present)
- This is a Django project which allows one uodate the database with new users Link

CRTIFICATE

Cloud Native , Certificate of Attendance
 (08/2021 - 08/2021)