

Antonio Maina

Full-Stack Software Engineer.

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EXPERIENCE

I have a proven ability to leverage full-stack knowledge to build interactive and user-centred products. I am quick at learning and mastering new technologies and successful in working in teams as well as self-directed settings. I'm passionate about distributed systems and Artificial Intelligence with a keen interest in machine learning and natural language processing.

Weza Ventures (<https://weza.io>) — Software Engineer

MAY 2020 - PRESENT

- Leading development and maintenance of weza.io's front-end applications including the web dashboard and other internal dashboards.
- Working with the design lead in creating and implementing user interface designs for all internal and external company projects.
- Assist in implementing user interface designs on front-end applications for Weza's consultancy projects on an ad-hoc basis

The Archangel Interactive (<http://wearearchangel.com>) — Full Stack Software Developer

APRIL 2018 - NOVEMBER 2019

- Translating designs into working frontend prototypes employing the same design specifications using HTML, SASS and JavaScript(ReactJS)
- Creating WordPress instances for any CMS needed.
- Designing and developing backend services for applications.
- Writing scalable SASS/CSS using the ITCSS and BEM Methodologies.
- Automating repetitive tasks.
- Implementing CI/CD pipelines for products.

Macpczone (<http://www.macpczone.org>)

— Part-time Software Development Consultant

March 2018 - PRESENT

- Managing various projects and making sure the requirements

SKILLS

Programming Languages

HTML, (S)CSS, Javascript, Python, Dart, Go

Libraries and Frameworks

Typescript, ReactJS, Gatsby, Flask, Django, Flutter, NodeJs

Tools and Platforms

Git, Linux, Docker, Google Cloud Platform, Digital Ocean, Amazon Web Service, PowerBI, Metabase

Others

DevOps, Machine Learning, Natural Language Processing

ACHIEVEMENTS

Won the Riara Intervarsity Competition for the best Web Presentation on Smart Homes.

Gave a talk on getting started with Machine Learning at PyconKe.

LANGUAGES

English, Kiswahili

and deadlines are met.

- Integrating DevOps pipelines into various products.
- Designing product architectures.
- Full-stack development of products using Javascript and Python.

EDUCATION

Jomo Kenyatta University of Agriculture and Technology — *Bachelor of Science in Computer Science*

2014 - 2019

Second Class Honors

Kianyaga High School — *High School*

2010 - 2013

MEAN GRADE: A- (A Minus)

Holy Family Primary School — *Primary School*

2000 - 2009

MEAN GRADE: A (401/500 Marks)

SAMPLE PROJECTS

Meeting Analyzer

Developed a system for analyzing online interactions as my final year project. The system takes recordings from meetings and does the following:

- Creates a summary of the meeting.
- Outputs action points mentioned in the system e.g what people discussed they should do.
- Performs speech to text translation of the meeting.
- Provides some quick facts about the meeting such as the most repeated keywords.

TECHNOLOGIES: Python, Django, NLTK(Natural Language Toolkit), Google Cloud Platform, ReactJS, TextRank Algorithm, PostgreSQL, Celery, RabbitMQ

Child Protection Management System

Designed and Developed a Management System which can be used to record various children in war-stricken countries. The system includes various user accounts and types, email and SMS notification, dashboards and asynchronous tasks.

TECHNOLOGIES: SASS, JavaScript, Python, Django, Celery, Redis, Rest APIS, Twilio, MySQL

ITCSS NPM Module

Developed an NPM Module that generates the basic folder structure for the ITCSS Methodology for writing scalable CSS.

TECHNOLOGIES: NodeJS

REFEREES

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