

# 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>) — Full Stack Software Developer

MAY 2019 - PRESENT

- Design and develop digital fintech products for internal and client use
- Maintain and update existing platforms

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

## 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

## 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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