

Patrick Njiru Nyaga

Game Developer | Full Stack Developer

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Professional Summary

Game Developer focused on building immersive and intelligent experiences using Godot, GDScript, and C#. I specialize in clean, scalable code, dynamic systems, and expressive design in both 2D pixel and 3D voxel environments.

I'm especially interested in the intersection of AI and game development, from procedural generation to adaptive gameplay, combining creative design with strong technical fundamentals in computer science, UX, and AI.

Experience

Kenya Revenue Authority

Jan 2022 – March 2022 & Feb 2025 – Present

- Mapped process workflows for the Revenue Assurance EAPI Audit Module.
- Acted as a liaison between business users and dev teams for the Investigation & Enforcement Dashboard, clarifying evolving requirements.
- Built a proof-of-concept AI/ML model for automated data extraction from waiver letters.
- Explored and tested open-source project management tools to improve collaboration and delivery.

ICT Authority Kenya

Dec 2023 – Nov 2024

Deployed to Konza Technopolis;

- Contributed to rollout of Experience Center and Integrated Operations Center platforms to enhance city-wide system monitoring.
- Supported deployment of city-wide fiber network, smart poles, and digital signage infrastructure.
- Helped implement commercial and operationalization frameworks for smart city services.
- Assisted in operationalizing the city surveillance system, ensuring real-time data accessibility and system reliability.
- Aided in the completion of an advanced platform for intelligent traffic management.

Devligence Limited

August 2023 – June 2024

- Led planning, analysis, and design for a Customer Relationship Management (CRM) system.
- Built responsive UI with Figma and implemented CRUD modules for lead/contact management using JavaScript and Node.js.
- Conducted API testing to ensure reliability and performance across CRM workflows.

Education

- Riara University – Bachelor of Business Information Technology

GPA: 3.65/4.00 | July 2023

Projects

Khalkeus Construction Group Portfolio

- Developed a portfolio site for a construction company. Focused on optimizing performance, clean code architecture, and user experience across devices. Currently enhancing code structure, responsiveness, and accessibility to align with SEO and mobile UX best practices.

Ikigai Customer Relationship Management (CRM)

- Designed and developed a modular CRM web application focused on lead and contact management. Handled system planning, requirements analysis, UI design (Figma), and implementation of CRUD operations. Currently rewriting the project in Python to improve scalability, code maintainability, and backend logic separation.

Skills

Game Development: Godot, GDScript, C#, Blender, 2D Pixel Art, 3D Voxel Design, Gameplay Systems, AI in Games (Procedural Generation, Adaptive Difficulty, Player Modeling)

Programming & Scripting: JavaScript (Node.js, React, Express), Python, C#, Shell Scripting

Web Development: HTML, CSS, Tailwind CSS, Bootstrap, REST APIs

AI & Machine Learning: Computer Vision, Neural Networks, IBM Watson, Model Prototyping

Tools & Systems: Git, GitHub, Linux (Command Line, Shell)

Certifications

- **Elements of AI: Introduction to AI** – University of Helsinki
- **Artificial Intelligence Foundations: Machine Learning** – LinkedIn Learning
- **Linux: Introduction to Shell Scripting for DevOps** – Coursera
- **Cybersecurity and Emerging Technologies Awareness Training** – ICT Authority

References

Name: Brian Nyangena

Position: Managing Partner – Bayes Consulting

Phone Number: 0727773342

Email: bnyangena@bayesconsultants.com

Name: Martin Nyoike

Position: Director – Furmart Furnishers

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Name: Tirus Wanyoike

Position: Lead Solution Architect – BCK Kenya

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