ONESMUS MUTHAMA MUTUKU

(Undergraduate)

_____PERSONAL PROFILE_____

Onesmus Muthama is a devoted computer scientist with great passion in using computer science technology in solving day to day life problems. His main aim is to use computer science technology to improve organizational output by making the process effective and efficient. His main goal as an employee is to achieve and meet the tasks that have been set for me. He is an individual who demonstrates commendable commitment and focus in my work ethic, delivering high quality outputs. He researches in machine learning, artificial intelligence, biometric image and video analysis with a target of improving security, verification and surveillance domains in a quest to make the world a better place to live. He has vast experience in software development after a long and thorough experience in several programming languages that include: JAVA, PYTHON, C++, C, HTML, CSS, MySQL, PHP, Android, C# and JavaScript etc.

PERSONAL DATA

Phone   **:** +254792803010

Email   **:** onnesmmuthama@gmail.com

Address   **:** 90136, 047 Nzeeka, Kenya

Year of Birth: 5 December 1999

Sex   **:** Male

Religion   **:** Christian

Country   : Kenya

County   **:** Makueni

Sub-County   **:** Kibwezi-East

Ward   :Thange

EDUCATION BACKGROUND

PERIOD	INSTITUTION	QUALIFICATION
2020-2024	MASINDE MULIRO UNIVERSITY	BACHELOR OF SCIENCE IN COMPUTER SCIENCE
2020	BOBLI COMPUTER CENTER	COMPUTER CERTIFICATE
2016-2019	KALULU SECONDARY SCHOOL	KCSE (B)
2007-2016	KIVUTHINI PRIMARY SCHOOL	KCPE (365)

PROFESSIONAL EXPERIENCE

- Participated in Industrial Training held on our school premises between 9th May 2022 to 8th July 2022. We had thorough learning and hands-on application of currently trending technologies like system administration, database administration, android development and networking. As a result, my team and I managed to network one of the school's laboratories.
- Attended numerous sessions held by various clubs within and outside the university grounds.

Courses Done

1. Introduction to Programming
2. Fundamentals of Computing
3. Object-Oriented Programming
4. Programming Languages
5. Database Systems
6. Data Structures

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7. Computer Organization and Architecture
8. Application Development for the Internet
9. Artificial Intelligence
10. Communication Systems
11. Systems Analysis and Design
12. Computer Networks
13. Design and Analysis of Algorithms
14. Software Engineering
15. Compiler Construction and Engineering
16. Microprocessor System Design
17. Data Analysis Techniques
18. Mobile Computing
19. Interactive Programming (Python)
20. Network Programming
21. Database Systems 2
22. Computer Science Project
23. Automata Theory
24. Research Methods and Technical Writing
25. Principles of Operating Systems
26. Client/Server Computing
27. Logic Programming
28. Data Warehousing and Mining
29. Network Management
30. Applied Cryptography
31. Software Development
32. Generic Programming in C++
33. Human-Computer Interaction
34. Computer Systems and Security
35. Computer Graphics
36. Multimedia Technology
37. Unix Systems Programming
38. Software Measurements and Metrics
39. Machine Learning
40. Computer Forensics
41. Network Protocol and Standards
42. Database Administration and Programming
43. Software Project Management
44. Management and Information Systems
45. Distributed Systems
46. Neural Networks
47. Security in Networks
48. Wireless Systems Protocols
49. Disaster Recovery
50. Legal and Ethical Issues in Computing
51. Entrepreneurship

HOBBIES

✠ Networking, debates and discussion
✠ Travelling

- ✠ Gaming
- ✠ Outdoor activities
- ✠ Working on personal projects

REFEREES

Mr. Gilbert King'oo, Deputy Principle

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