MARTIN KARANI

Computer Science Student

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🌐 https://qarani-m.github.io/Martin-Karani/

💻 https://github.com/Qarani-m/

EDUCATION

2015 - 2019
Muthithi Secondary School
Mean grade: B

2020 – Present
Chuka university
Bachelor of Science Computer Science

TECHNICAL SKILLS

PYTHON

JAVASCRIPT

JAVA

FLUTTER

Frameworks

Node.js

Django

SUMMARY

I have a strong foundation in programming languages, data structures and algorithms. I am constantly seeking to improve my skills through coursework and personal projects and have the ability to work collaboratively in a team. I have experience applying my knowledge to solve real world problems and am able to adapt to new technologies quickly
Apart from my technical skills, I also possess strong analytical and problem-solving skills. Overall I am a highly skilled and motivated individual with a strong passion for technology and a desire to learn and grow in my field

PERSONAL PROJECTS

video streaming server and client application

- This Project is a video streaming server and client application, written in Python.
- The server capture video from a given file, and sends the frames to a client over a socket connection using the UDP protocol
- The server uses OpenCV to read the video file, then resizes the frames and puts them in a queue. Next, a thread is created to read the frames from the queue, encode them in JPEG format, send the frames to the client, and calculate the frames per second (FPS) of the video stream
- The client receives the video frames over a UDP socket, decode them and show them on the screen using OpenCV ,It also uses threading to create two different threads, one to handle the video stream generation, and one to handle the video stream transmission. This allows the server to simultaneously read video frames, encode them, and send them to the client.

GitHub link: https:/github.com/Qarani-m/Video-Stream-Python_sockets/

Java Games

- In this project I developed 3 java console games using the Java swing Library
  1. Snake Game
  2. Ping Pong Game
  3. Brick Breaker Game
- In all three games I implemented features such as Keyboard Control, Collision detection and a Scoring system
- While developing this games I gained valuable experience in software development using java programing language
- GitHub link: https://github.com/Qarani-m/JAVA-GAMES

Chat App (Under Development)

- I am currently developing a chat app for mobile devices that aims to provide users with a seamless and intuitive way to communicate with their friends and family. The app is built using a range of technologies and services, including Firebase for authentication, Socket.IO and socket_io_dart for real-time communication, and various APIs for additional features such as file sharing and group video calls. The App will use a Node.js server on the backend and Mysql database for data persistence

- The app includes a range of UI screens, including a login screen, sign up screen, home screen, chats screen, profile screen, group info screen, and 3 on boarding screens

- The Node.js CRUD API and the UI screens are complete

- Overall, my chat app aims to provide users with a fast and reliable way to communicate with their friends and family, and I am excited to continue working on it and adding new features to enhance the user experience.

- GitHub link: https://github.com/Qarani-m/flutterChatApp