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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | |  | | | MARTIN KARANI | | |  | | | Computer Science Student | | |  | | |  | (254) 704 847676 | |  | [Karanimartin17@gmail.com](mailto:Karanimartin17@gmail.com) | |  | <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** | |  | | **Screen Share App**   * The app is written in Python. Main Libraries used are the python in-built socket library and threading library among others. To work, the app uses the Server client model where the server records its host’s screen send byte streams as frames to client. * the client creates a display window using the Opencv python library and displays the frames it received as a video * The server uses both UDP and TCP protocols to send frames to the clients * GitHub link: <https://github.com/Qarani-m/pyhton-socket-video-stream> | |  | | **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/pyhton-socket-video-stream> | | **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> | |