Roseline Dangazela

Junior Software Engineer | Graduate Programme Candidate
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PROFESSIONAL SUMMARY

Graduate Software Engineer with a strong foundation in computer science, problem-solving, and modern software development. Hands-on experience building web applications using JavaScript, React, HTML, CSS, and Python, with a solid understanding of object-oriented programming principles. Collaborative, curious, and eager to learn new technologies while contributing to scalable, data-driven products used by global users.

TECHNICAL SKILLS

- **Programming Languages:** JavaScript (ES6+), Python, SQL, TypeScript (basic)
- **Web Development:** React.js, HTML5, CSS3, responsive design
- **Software Engineering Fundamentals:** Object-Oriented Programming, data structures (basic), problem-solving
- **Backend & APIs:** RESTful APIs, JSON, Node.js (basic)
- **Databases:** PostgreSQL, MySQL
- **Testing & Quality:** Unit testing (basic), debugging, clean code practices
- **Tools & Platforms:** Git, GitHub, CI/CD basics, Docker (introductory)
- **Ways of Working:** Agile collaboration, documentation, continuous learning

PROJECTS & EXPERIENCE

Software Engineer — University Projects

- Designed and developed software solutions as part of computer science coursework and team projects.
- Built web applications using JavaScript and React, focusing on clarity, usability, and maintainability.
- Collaborated with peers to deliver end-to-end features from requirements to implementation.
- Documented functionality and technical decisions to support team understanding and future improvements.

Web Application Developer — Personal Projects

- Implemented full-stack web applications using React, Node.js, and relational databases.
- Applied object-oriented principles and modular design to improve code readability and scalability.
- Debugged and optimized applications to improve performance and user experience.

Open Source & Practical Experience

- Contributed to GitHub repositories by fixing bugs, improving features, and maintaining documentation.

EDUCATION

Bachelor of Computer Science
University of the People, California, USA
Expected Graduation: 2026

CERTIFICATIONS & TRAINING

- Software Engineering Bootcamp — ALX Africa (2022–2024)
- Front-End Engineering Virtual Experience — Skyscanner (Forage)
- Developer & Technology Apprenticeship — Accenture (Forage)
- Ongoing learning in software engineering fundamentals, system design basics, and documentation