

Roseline Dangazela

Junior Software Engineer

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PROFESSIONAL SUMMARY

Aspiring Junior Software Engineer with hands-on experience in React front-end development, Python prototyping, and AI-driven projects. Skilled in developing scalable, maintainable, and testable code. Experienced in collaborating with cross-functional teams in Agile environments, building proof-of-concept solutions, and contributing to real-world applications. Eager to learn emerging technologies, including AI and automation frameworks, and grow under structured mentorship.

TECHNICAL SKILLS

- **Languages:** JavaScript (ES6+), TypeScript, Python, SQL, HTML, CSS
- **Frontend:** React.js, Next.js, basic knowledge of Angular and Vue
- **Backend & Prototyping:** Python (Flask, basic Anvil/Reflex), Node.js
- **Databases:** PostgreSQL, MySQL, MongoDB
- **Tools & Platforms:** Git, GitHub, Docker, CI/CD pipelines, Figma
- **AI & Automation:** Cursor, Claude, Antigravity, basic data engineering concepts (pipelines, data manipulation)
- **Testing & Quality:** Unit testing, integration testing, code reviews, clean coding practices
- **Soft Skills:** Agile collaboration, problem-solving, adaptability, effective communication, growth mindset

PROJECTS & EXPERIENCE

AI-Driven Visualization Dashboard — University Project

- Developed interactive front-end components with React.js for AI visualization features.
- Implemented Python-based prototype scripts for data analysis and automation.
- Collaborated with team members to translate requirements into functional prototypes.
- Applied testing and debugging strategies to ensure reliability and maintainability.

Full-Stack Web Application — Personal Project

- Built a responsive web platform using React.js frontend and Node.js backend.
- Integrated RESTful APIs, authentication flows, and PostgreSQL database interactions.
- Optimized code quality, performance, and applied Agile principles during development.

Open Source Contributions

- Contributed to Python and JavaScript repositories on GitHub, implementing features, fixing bugs, and enhancing documentation.

EDUCATION

Bachelor of Computer Science

University of the People, California, USA
2022 – Present

CERTIFICATIONS & TRAINING

- Software Engineering Bootcamp — ALX Africa (2022–2024)
- Front-End Engineering Virtual Experience — Skyscanner (Forage)
- Developer & Technology Apprenticeship — Accenture (Forage)
- Mini-projects on AI prototyping, automation scripts, and real-time dashboards