KEZIAH GIKILE

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PROFESSIONAL SUMMARY

Highly motivated Software Engineer with strong skills in designing, developing, and maintaining scalable and secure software applications. Proficient in Python, Java, C++, and JavaScript, with hands-on experience across the full software development lifecycle—including design, implementation, testing, and deployment. Collaborative team player with strong problem-solving abilities, attention to detail, and experience working with cross-functional teams to deliver high-quality software solutions. Skilled in cloud services (AWS, Azure), version control (Git), and both SQL and NoSQL databases.

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, C++

Databases: MySQL, PostgreSQL, MongoDB, Firebase (NoSQL)

Cloud Platforms: AWS (EC2, S3, IAM), Azure Basics

Tools & Technologies: Git, GitHub, Docker, REST APIs, FastAPI, Node.js

Software Development Lifecycle: Agile, Design, Coding, Testing, Deployment

Version Control: Git, GitHub, GitLab

Others: Linux, JSON, CI/CD basics, HTML/CSS/React Basics

PROFESSIONAL EXPERIENCE

Software Engineer (Project-Based)

AI-Farm Chatbot Project, Nairobi — 2024–2025

- Designed and developed a scalable chatbot system using Python, FastAPI, LangChain.

- Implemented backend API endpoints and database operations using Supabase and PostgreSQL.

- Created secure workflows for uploading and processing PDF, TXT, and DOCX files.

- Built user authentication and session management.

- Deployed and tested using Uvicorn, Docker, and cloud services.

- Collaborated with cross-functional teams to refine system requirements.

Software Engineer Intern

Kenya Broadcasting Corporation (KBC), Digital Department — Jan–Mar 2025

- Developed a news submission platform with authentication and role-based access.

- Collaborated with editors and reporters to align software features with needs.

- Enhanced system performance via optimized MySQL queries.

- Built responsive UI with HTML, CSS, Bootstrap, JavaScript.

- Used Git for version control.

PROJECTS

Uhisani — Donor–School Matching Platform (2025)

- Android (Kotlin), Firebase Firestore, MPesa STK Push, Node.js/Express.

Hostel Radar

- Backend in Python (Flask), MySQL database.

Gridlock Game Project

- Game logic in JavaScript, team collaboration on design and audio.

EDUCATION

Bachelor of Business Information Technology (BBIT)

Strathmore University, Nairobi

(Expected Graduation: 2026)

CERTIFICATIONS

- AWS Cloud Practitioner (In Progress)

- Python for Everybody – Coursera

- Git & GitHub Version Control – Udemy

SOFT SKILLS

Problem Solving, Attention to Detail, Team Collaboration, Communication Skills, Time Management

REFERENCES

Available upon request.