**ZIWA MUKUNGU**  
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**SKILLS**

**Languages**: HTML5, CSS3, JavaScript, C#, Python, PHP  
**Tools** : Adobe Photoshop, Illustrator, Git, JQuery, React, Redux, Sass, NodeJS, Express, Webpack, MongoDB, PostgreSQL, AJAX, Gulp, NPM  
**Platforms**: Github, Wordpress, Heroku, MailChimp **Additional**: Unit Testing, OOP, MVC, Cross-browser, Cross-platform, UI/UX, API Integration, WAI-ARIA, SEO, Progressive Web Applications, RESTful API, Agile Method

**WORK EXPERIENCE**  
**UDACITY PROJECT**, Durham, NC **April 2018**

* Built splash screen to bring users a quicker onscreen interface while data loads in the background
* Added CSS3 breakpoints at reasonable resolutions to accommodate multiple devices
* Converted PSD mockup design to responsive web application using Kanban Agile methodology
* Developed a Progressive Web Application that uses service worker for data caching
* Pulled a JSON from Zomato and Google Maps APIs through Fetch API
* Integrated HTML5 and ARIA roles for improved accessibility and usability

**FREELANCE**, Durham, NC **August 2017 - November 2017***Affiliate Marketer / Email Developer*

* Directed leads to my WordPress site with a designed landing page to capture over 1000 email leads
* Purchased advertising space on bing.com and displayed my ads with diet and fitness e-books
* Redirected users to client product page after email address was captured
* Sent specific emails to users promoting products related to the product they were interested in at the time of email capture
* Developed dynamic and flexible HTML templates, and made sure they were compliant with Gmail
* Optimized and Increased advertisement and email click-through rates using A/B testing methods and different keywords, reducing marketing costs by 20%

*Unity 3D Mobile Game Developer / WordPress Developer* **March 2016 - June 2017**

* Created 2D arcade-style mobile games available on Android that were localized to be played by users around the world
* Built, tested, and deployed two scalable mobile games that were able to fit on any mobile and table, with the same functional and playable experience intended
* Debugged and modified third-party plugins used in my games, and altered code to achieve functionality desired
* Sourced QA volunteers that were given the alpha build of my app to deliver improvement and design feedback, assisting in the design, build, and test game mechanics
* Coded a promotional website on WordPress using HTML, CSS, and JavaScript

**EDUCATION  
UDACITY** **February 2018***Front End Developer Nanodegree Program (Self-paced)*

* Curriculum: Web Foundations, Web Programming with Javascript, Exploring JS –Objects and Tools and Testing, Front-End Applications, Building with React
* Focused on learning technologies, write efficient code, web standards, writing documentation, proper syntax, debugging and testing, design patterns (OOP, functional programming), optimize application, web tools, cross-platform testing, third-party services, and version control
* Co-developed with Google, Github, and AT&T