AGWA DANIEL ABRAHAM

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CAREER SUMMARY

A computer scientist based in East Africa with over four years of extensive experience in software development, I've notably contributed as a fullstack engineer in building a Web3 platform that empowers millions of African talent to get vetted and find work with global companies. A significant achievement in this role has been the successful implementation of remote work collaboration for project management, resulting in up to 30% savings for African talents. I am eager to leverage my skills to address real-world challenges and drive growth for innovative organizations.

EDUCATION

Makerere University - Uganda   Aug 2016 - May 2019
Bachelor of Science in Computer Science   CGPA 3.65
College of Computing and Information Science

WORK EXPERIENCE

Software Engineer   Sep 2021 - Feb 2023
Aya Holdings Inc., Delaware US (Remote)
- Built and maintained various applications using ReactJS, VueJS, ExpressJS and MongoDB.
- Managed and optimized application deployments on AWS, ensuring scalability and reliability.
- Collaborated with the marketing team to enhance customer focus, establish end-to-end data-driven insights, and increase user traffic on the platform, contributing to high-quality software solutions.
- Troubleshooted and resolved reported bugs, ensuring a seamless and improved user experience.

Full stack Software Developer - Intern   Jul 2021 - Feb 2022
Delv Careers, Uganda
- Implemented designs, transforming conceptual ideas into tangible features to elevate user experience.
- Troubleshooted reported bugs, ensuring a smooth and error-free application experience for users.
- Spearheaded the implementation of a user-friendly password reset feature, enhancing security measures and providing a seamless solution for users recovering lost passwords.

Games Developer   Mar 2020 - Nov 2020
GamePlus, Makerere University - Uganda
- Developed and published games using Unity gaming engine and C#.
- Worked on game design, programming, testing and deployment.
- Collaborated with artists and designers to ensure game quality and user experience.

Hardware Maintenance and Network Administrator   Jun 2018 - July 2018
Service and Computer Industries - Uganda
- Took the lead in regular hardware maintenance, ensuring optimal performance and extending the longevity of company devices.
- Actively contributed to network administration tasks, gaining valuable experience in configuring, monitoring, and troubleshooting network issues.
- Collaborated effectively with the IT team during the internship, playing a crucial role in ensuring

seamless connectivity and minimizing downtime.

TECHNICAL SKILLS

Frontend: HTML, CSS, JavaScript (ES6), Typescript, React, React Native, Vue, SASS, UI Design (Figma)
Backend: PHP, Laravel, MySQL, RESTful API, Node.js, Express.js, MongoDB, Microservices Architecture
DevOps: Cloud Computing (AWS)
Project Management & Collaboration: Version Control (Git), Trello, ClickUp, Jira, Agile Software Development

PROJECTS

- Job search web application built using PHP Laravel to enable companies recruiting staff do so from any part of the globe **[June 2023 – October 2023]**
- Weather application to allow users check the current weather of their location and the forecast for the following days **[July 2023 - Present]**
- Movie application to allow users look up movies that are currently streaming and find all information regarding the movies including the ratings of the movies **[June 2022 - July 2022]**

HONORS AND AWARDS

- Recognized for taking part in the European Union: Africa the journey hackathon for contributing to building a platform to enable artists market and sell their products. **(December 2021)**
- Recognized for taking part in the Andela kick start program with Andela Rwanda and completing all the projects in the program for the eight weeks that the program ran. **(June 2023 - August 2023)**