Ben Young Mwanzia

Software Engineer

✉ youngmwanzia@gmail.com   ⬡ @bynmz

🌐 bynmz.github.io/   in ben-young-mwanzia

PROFESSIONAL SUMMARY:

Software engineer with over 7 years of experience with a diverse background in automotive, mobile/ web applications and game development. Knowledge in object oriented programming with C++, Rust, C# and graphics APIs (Vulkan/OpenGL).

WORK EXPERIENCE:

Nilotic Studios,   Nairobi, Kenya

Lead Programmer   January 2022 - Present (2 yrs)

- Contributed to game development tutorials covering various aspects of graphics programming and coding best practices.
- Collaborated with other engineers to build core engine features, such as rendering, physics, audio, and scripting systems.
- Low-level graphics development using the Vulkan specification.

Roam Electric Ltd.,   Nairobi, Kenya

Senior Software Engineer   May 2021 – October 2023 (2 yrs)

- Responsible for maintaining and updating safety-critical embedded systems which included the automotive dashboard system firmware interfacing with CAN. This effort led to a 50% productivity increase for electric vehicle (EV) maintenance teams.
- Designed and developed a fleet management mobile application in react native, optimizing operations for electric motorbike owners.
- Mentored and trained junior developers in the team.

Circle Digital LLC   Nairobi, Kenya

Software Developer   August 2017 - December 2020
(3yrs)

- Led a small developer team and contributed to projects life-cycle using frameworks; Angular, Vue, React, Laravel, and Symfony as well as automated testing and building with CI/CD pipelines.
- Played a key role in the development of several client projects that involved creating modern web applications with database connectivity, content delivery systems and scaling optimization with load balancing, designed for educational institutions and talent agencies.
- Implemented tool and strategy selections, cutting development time by over 50% and ensuring timely delivery of satisfactory solutions.

PROJECTS:

Mygraphicsengine – Vulkan renderer

- Personal graphics engine project in C++(17) using Vulkan, available on Windows, Linux and macOS.

SKILLS:

Programming: C++, C#, Rust, JavaScript, Golang

Technologies: React, Unity, Godot, Vulkan, OpenGL, GLSL, Docker, Kubernetes, REST, GraphQL

Cloud: Google Cloud Platform, Amazon Web Services, Linode

Databases: MySQL, PostgreSQL, MongoDB, BigQuery

Environments: Windows & UNIX

IDE: Vscode, Visual Studio, Android studio, Eclipse

EDUCATION:

United States International University - Africa   Nairobi, Kenya

Bsc. Applied Computer Technology   May 2012 - August 2016 (4 yrs)

VOLUNTEER EXPERIENCE:

Lions Sight-first Eye Hospital Loresho (Westlands, Nairobi): Data entry