



# Ben Young Mwanzia

Senior Software Engineer

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 bynmz.github.io/

 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. Adept in object oriented programming with C++, Rust, JavaScript and graphics APIs (Vulkan/OpenGL).

## Work Experience:

### Nilotic Studios,

#### Founding Software Engineer

January 2022 - Present (2 yrs)

- Contributed to game development tutorials, creating engaging learning content and growing a community of avid junior and mid-level software developers.
- Collaborated with other engineers to build core game engine features, facilitating the creation of internal proprietary game development software.

### Roam Electric Ltd.,

#### Senior Software Engineer

May 2021 - October 2023 (2 yrs)

- Maintained and updated automotive embedded systems, leading 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 EV owners.
- Initiated and executed the setup of data pipelines increasing data visibility and enhanced data driven decision-making for the organization.

### Circle Digital LLC

#### Software Developer

August 2017 - December 2020 (3yrs)

- Led a developer team and contributed to the software development life-cycle using the agile methodology, streamlining the development process by over 70%
- Oversaw the development of modern applications in a fast-paced environment, promoting client satisfaction and retention.
- Implemented tool and strategy selections, cutting development time by over 50% and ensuring timely delivery of satisfactory technology solutions.

## Projects:

### Nile-engine | *Personal*

January 2022 - Present

- Personal 2D/3D game engine project in C++(17) using the Vulkan API, available on Windows, Linux and macOS.

### C-Dashboard | *Project Owner*

July 2021 - December 2022

- Maintained the automotive dashboard firmware system by updating the UI and adding new features such as data sending.

### Roam mobile app | *Team Lead*

January 2023 - October 2023

- Developed the EV fleet tracking and charging session management mobile application with React Native, available on IOS and Android for Roam EV owners

## Technical Skills:

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

Technologies: React, Unity, Unreal Engine 5 Godot, GLSL, Docker, Kubernetes, REST, GraphQL

Cloud: Google Cloud Platform, Amazon Web Services, Linode

Databases: MySQL, PostgreSQL, MongoDB, BigQuery

Environments: Windows & UNIX

## Education:

### United States International University - Africa

May 2012 - August 2016 (4 yrs)

Bsc. Applied Computer Technology

Software Engineering

## Volunteer Experience:

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