


Ben Young Mwanzia

Senior Software Engineer

 youngmwanzia@gmail.com  @bynmz

 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 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.

Roam Electric Ltd.,

Senior Software Engineer

May 2021 - October 2023 (2 yrs)

- Maintained and updated safety-critical embedded systems including interfacing the automotive dashboard system firmware with CAN, 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 to capture and store EV asset telemetry data to the data warehouse. This effort increased data visibility and enhanced data driven decision-making for the organization.
- Mentored and trained junior developers in the team.

Circle Digital LLC

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, streamlining the development process.
- Played a key role in the completion of projects that involved developing modern web applications with database connectivity, content delivery systems and scaling optimization with load balancing, designed for educational institutions and talent agencies, cultivating 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

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