

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 in software development, specializing in embedded systems, mobile/Web applications and game development. Proficient in object-oriented programming with C++, Rust and Java. Adept at leading development teams, adhering to internal standards, and mentoring junior developers.

Work Experience:

Nilotic Studios Founder

Jan. 2022 - Present (2 yrs)

- Contributed to software development tutorials, fostering a community of aspiring and professional software developers.
- Collaborated on building core proprietary game engine features and development tools, facilitating internal operations significantly.
- Designed and developed engaging games using Unreal Engine 5, streamlining the overall development process and enhancing efficiency

Roam Electric Ltd. Senior Software Engineer

May 2021 - Oct. 2023 (2 yrs)

- Maintained and updated automotive C/C++ embedded systems, improving productivity for electric vehicle (EV) maintenance teams.
- Designed and developed a fleet management mobile app using react native, optimizing operations for EV owners.
- Set up data pipelines increasing data visibility and enhanced data driven decision-making for the organization.

Circle Digital LLC Software Developer

Aug. 2017 - Dec. 2020 (3yrs)

- Led software development teams using agile methodologies, streamlining processes significantly.
- Oversaw development of modern software solutions, ensuring client satisfaction.
- Implemented strategy selections, cutting development time by over 50%.

Safe Air Company Intern Web Developer

Nov. 2016 - July 2017 (8mon)

- Developed the main company website as well as websites for subsidiary companies.
- Helped resolve general IT issues and internet installation.

Kenya Airports and Parking Services Ltd. Intern Software Engineer

July 2016 - Sept. 2016 (3mon)

- Research and development of custom Linux embedded systems.
- Developed software modules such as a ticket QR mobile scanner for a larger venue management system.

Projects:

Nile-engine | Personal

Jan. 2022 - Present (2 yrs)

- 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 - Dec. 2022 (< 1 yr)

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

Roam mobile app | Team Lead

Jan. 2023 - Oct. 2023 (< 1 yr)

- 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, Java, Golang, Python, JavaScript

Technologies: React, Unreal Engine 5, Unity, CI/CD, Docker, Vulkan, OpenGL, HLSL, Git, REST, GraphQL, MQTT

Cloud: Google Cloud Platform, Amazon Web Services, Linode

Databases: MySQL, PostgreSQL, MongoDB, BigQuery, DynamoDB

Environments: Windows & UNIX

Education:

United States International University - Africa

May 2012 - Aug. 2016 (4 yrs)

Bsc. Applied Computer Technology

Concentration: Software Engineering

Volunteer Experience:

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