Ben Young Mwanzia
Senior Software Engineer

✉ youngmwanzia@gmail.com   ◯ @bynmz

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

Professional Summary:

Software engineer with over 7 years of experience in software development, specializing in automotive, 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 (*Founding Software Engineer)*   **January 2022 - Present (2 yrs)**

- Contributed to game development tutorials, fostering a community of junior and mid-level software developers.
- Collaborated on building core game engine features and proprietary development tools, facilitating internal operations by over 80%.

Roam Electric Ltd. (*Senior Software Engineer)*   **May 2021 – October 2023 (2 yrs)**

- Maintained and updated automotive 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)*   **August 2017 - December 2020 (3yrs)**

- Led development teams using agile methodologies, streamlining processes by over 70%.
- Oversaw development of modern software solutions, ensuring client satisfaction.
- Implemented strategy selections, cutting development time by over 50%.

Safe Air Company (*Intern Software Developer)*   **November 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 *Developer)*   **July 2016 - September 2016 (3mon)**

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

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 over MQTT.

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, Java, Golang, Python, JavaScript
Technologies: React, Spring Boot, CI/CD, Docker, Kubernetes, 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 - August 2016 (4 yrs)**
Bsc. Applied Computer Technology
Software Engineering

Volunteer Experience:

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