

Ben Young Mwanzia

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SUMMARY

I am a software engineer with over 7 years of experience specializing in; automotive, mobile, web and computer graphics software development. Throughout my career I have demonstrated strong problem-solving skills, meticulous attention to detail, and effective teamwork. My ability to estimate project timelines accurately allows me to consistently deliver solutions within the desired time-frame.

EXPERIENCE

Nile Origin Studios Ltd. **Founding Engineer**

Nairobi, Kenya
January 2022 - Present

The organization was founded with a dual focus focused: technical writing and cutting-edge graphics technology development for proprietary tools as well as Unity and Unreal Engine 5. We achieve our goals by taking pragmatic steps and delivering iterative improvements within the Agile framework. In 2023, we developed powerful internal tools, including the Nile C++ 3D graphics engine, leveraging the Vulkan Open Standard Modern GPU API.

- Planned and executed the progression of our CI platform from alpha to production-level stability through code refactoring, feature improvements, and collaboration with teams and developers across the organization (Kubernetes, Docker, Ansible)
- Enhanced performance of the proprietary Nile C++ 3D graphics engine by optimizing GPU and CPU utilization.
- Collaborated with fellow application developers to conduct architecture reviews and implement automation workflows, including automated testing and Agile methodologies, across cross-functional teams.
- Mentored new hires and created a standard process for interviewing and on-boarding within our team
- Created and led the Developer Experience employee interest group in the organization, which aimed to increase software engineering productivity and cohesion through the company through collaboration, knowledge sharing, and establishment of new conventions

Roam Electric Ltd. **Senior Software Engineer**

Nairobi, Kenya
May 2021 - October 2023

Formerly Opibus, the organization underwent re-branding to Roam Electric in 2021. Roam Electric is an e-mobility manufacturing and development company. It provides EV powertrain, electric motorcycles, buses, power generation systems, and charging infrastructures. In the software engineering department I was integral to the success of several of the software products which included the EV HMI (Godot/ 3D), infotainment systems and asset management (GIS) mobile and web apps for Roam EV owners.

- I initiated and executed the setup of data pipelines to capture and integrate EV asset telemetry data into the BigQuery (GCP) data warehouse. This significantly increased data visibility and enhanced data driven decision-making for the organization.
- Collaborated with a team of developers on maintaining and upgrading the EV HMI UX/UI using Godot, and updates to the system firmware (C/C++) by implementing data sending features over MQTT. This effort led to a 50% productivity increase for electric vehicle (EV) maintenance teams.
- Designed and developed a fleet and charging session management mobile application in react native, optimizing operations for EV owners.
- Updated automated deploy flows to incorporate unit and integration testing using Google Compute Engine and Google Cloud Build.

Circle Digital is a full service digital marketing agency based in Nairobi, Kenya and London. During my time at the organization I played an integral part in the delivery of software products that included e-commerce, online portals for educational institutions and online directories for a variety of clients which include renown talent agencies.

- Led the development of Angular and Node.js-based clients - including roadmapping and drafting technical specifications
- Worked in a team of six engineers; collaborated with iOS, and Android teams on cross-platform architectural decisions
- Core contributor to a customized fork of an open-source WebRTC framework, added features that enabled efficient data transfer across platforms (*Node.js, Node Native Modules*)
- Ensured smooth data flow and reliable sync of data between iOS, Android, and web clients by implementing missing data channels, pinpointing packet queue bottlenecks, and debugging across multiple server- and client-side components (*WebRTC, WebSockets, some Objective-C++*)
- Assisted in screening, interviewing, hiring, and on-boarding of new team members

EDUCATION

United States International University - Africa
Bachelor of Science (B.S.), Information & Computer Science

Nairobi, Kenya
May 2012 - September 2016

VOLUNTEER EXPERIENCE & ACTIVITIES

Lions Sight-first Eye Hospital Loresho - Data entry

2015 - 2016

More projects, activities, and writing available at bynmz.github.io