


# 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 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.
- Low-level graphics development using the Vulkan specification.

### Roam Electric Ltd.,

#### Senior Software Engineer

May 2021 – October 2023 (2 yrs)

- Responsible for maintaining and updating safety-critical embedded systems which included the automotive dashboard system firmware interfacing with CAN. This effort led 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 electric motorbike owners.
- 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.
- Played a key role in the development of several client projects that involved creating modern web applications with database connectivity, content delivery systems and scaling optimization with load balancing, designed for educational institutions and talent agencies.
- Implemented tool and strategy selections, cutting development time by over 50% and ensuring timely delivery of satisfactory technology solutions.

## Projects:

### Mygraphicsengine | *Personal Project*

January 2022 - Present

- Personal graphics engine project in C++(17) using the Vulkan API, available on Windows, Linux and macOS.

### R-Dashboard | *Project Owner*

July 2021 – December 2022

- Led the maintenance of the legacy automotive dashboard firmware system which was successfully ported from C++ to Rust.

### Fleet management app | *Team Lead*

January 2023 – October 2023

- Led the development of the fleet asset management mobile application with React Native, available on IOS and Android

## Technical Skills:

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

Technologies: React, Unity, Godot, Vulkan, OpenGL, 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