

Ben Young Mwanzia

Senior Software Engineer

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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

Nairobi, KE

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 game development process.

Roam Electric Ltd.

Senior Software Engineer

Nairobi, KE

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 enhancing data driven decision-making for the organization.

Circle Digital LLC.

Software Developer

Nairobi, KE

Aug. 2017 – Dec. 2020 (3yrs)

- Led a software development team and contributed to projects using agile methodologies, streamlining the development processes significantly.
- Architecture and design of modern web applications with features; database connectivity, content delivery systems and scaling optimization with load balancing, providing valuable solutions for educational institutions and talent agencies.
- Implemented tool and strategy selection, cutting development time by over 50%.

Safe Air Company

Intern Web Developer

Nairobi, KE

Nov. 2016 - July 2017 (8mon)

- Developed and maintained the main company website, promoting brand and business outreach.
- Helped resolve general IT issues and internet installation, ensuring minimal interruptions.

Kenya Airports and Parking Services Ltd

Intern Software Engineer

Nairobi, KE

July 2016 – Sept. 2016 (3mon)

- Research and development of custom Linux embedded systems, facilitating informed decision making for the organization.
- Worked on modules such as a ticket QR mobile scanner used as part of a larger venue management system.

Projects:

Nile-engine | Personal

- Personal 2D/3D game engine project in C++(17) using the Vulkan API.
- Available on Windows, Linux and macOS.

C-Dashboard | Project Owner

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

Roam mobile app | Team Lead

- 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, QT, 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

Bsc. Applied Computer Technology

- Concentration: Software Engineering, GPA: 3.45
- Relevant coursework: Geographic Information Systems (GIS) project related to delivery tracking and route planning.

Volunteer Experience:

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