Samuel Nishimwe

Product Owner and Software Engineer

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Product Owner and Scrum Master with over six years of experience delivering web, mobile applications and agile team management. Skilled in designing and driving product roadmaps to meet business goals while applying industry best practices throughout the Software Development Lifecycle.

EXPERIENCE

Andela – *Product Owner*
Nov 22 - March 2025 https://devpulse.org/

Designed three new products with user stories following scrum methodology. Built backlogs divided into sprints and oversaw their implementation by teams of 100+ engineers spread into cohorts. . This led to a successful delivery of both the web and iOS version of the app.

Andela – *Project Manager*
Feb 2021 - Oct 2022

As a PM, I led cohorts amassing up to 40+ engineers building mostly internal products and tools delivering $100K in monthly revenue.

Feru Energy – *Product Owner*
Aug 2019 – March 2021

Leading sprints and backlog management for the development team, working on web/mobile while also taking part in the implementation of Java Spring API services. This saw an 11% increase in team velocity, a launch of the web app and submission of mobile apps (Android and iOS) to app stores for verification.

Oltranz - *Software Engineer*
Jan 2019 - Aug 2019 https://www.playgorillagames.com/

Worked part of a team building the backend for a betting application. Currently in use by an international betting company with $10M ARR.

RURA – *Web Developer*
May 2018 - Dec 2018

Built the backend tier for a car tracking web app and a dashboard for bus ticket sales collection and visualization. The first product is in use to monitor vehicles with speed trackers. The second product is currently in use to understand the day-to-day operations of the public transport sector.

PROJECTS

https://www.safaricharger.com/
https://www.playgorillagames.com/
https://igenagaciro.irpv.rw/

Core Competencies

Product

- Product design and Lifecycle Management
- Agile & Scrum Methodologies
- User stories, backlog prioritization
- MVP strategy and deep dive
- Product documentation
- Market launch strategy

Tooling

- Trello, Jira, Asana
- Confluence, Pivotal Tracker
- Figma, Adobe xd, Notion

Soft skills

- Effective Communication
- Cross functional team leadership
- Stakeholder management
- Demos and retros management

EDUCATION

Carnegie Mellon University
— *Master of Science in Information Technology*

July 2017 - May 2019

Concentration: Software engineering
Relevant classes: DSA for engineers, Foundations of Software Engineering, Software Design Patterns