



David Mbugua

SOFTWARE ENGINEER

Profile

I am an Experienced Software Developer adept in bringing forth expertise in the design, installation, testing, and maintenance of software systems. Proficient in an assortment of technologies, including JavaScript – NodeJS and ReactJS, TypeScript, Python, Dart - Flutter, Firebase Database, MySQL, REST APIs, Postman APIs, and Git source control. My greatest strengths in coding are my ability to work alone and collaboratively, be decisive with limited information and back up decisions with sound logic while being receptive to constructive criticism.

Outside work, I am an adventurous traveler, a connoisseur of Music, and an automotive enthusiast.

Employment History

Software developer at Selluh Tech insurance, Nairobi

JANUARY 2022 — PRESENT

Insurance-Tech early-stage Startup in Nairobi.

We are building an insurance underwriting system that underwrites individual business, corporate business, and Fund management.

- Build the mobile system using Flutter (Android and IOS).
- I use electron to build the Desktop version.
- Build the web system using React and Node.
- Responsible for bug fixing and software analysis.
- Contribute to design changes and adding features.

Apple Solutions Consultant-Store Manager, Salute iWorld, Nairobi

OCTOBER 2020 — OCTOBER 2022

I got a job at **Salute** iWorld, the biggest apple resellers in East Africa-as an Apple consultant and sales representative.

I got inducted to a thorough sales training for 3 months, got evaluated after, and finally got to secure my spot as an official employee in the company.

- I did sales and give apple solutions to my clients.
- Kept track of the company stocks.
- Got promoted to the Store manager.
- Won 'Best Employee' 3 times in a very competitive work environment.

IT and Graphics Design, Salute Holdings LTD, Nairobi

AUGUST 2019 — SEPTEMBER 2020

I got hired by **Salute Holdings LTD** in their HQ in the IT department and also as an assistant Graphics designer.

- Assist IT department head to ensure all point-of sale installations are working as required.
- Resolving technical errors.
- Ensuring all hardware equipment in the branches are working as

Details

WEBSITE:

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LinkedIn

GitHub

Skills

JavaScript | ReactJS | NodeJS |
TypeScript | Python | HTML5 |
CSS3 | Dart – Flutter | Firebase
SQL | REST APIs | Docker |
Figma | Adobe Illustrator & XD
| Corel Draw | Agile

Hobbies

Traveling, Hiking, driving, Listening
to and discovering new Music.

Languages

English

Swahili

needed.

- Escalation for troubleshooting of any problems with the Point-of-sale system.
- Design Billboards, banners, and any marketing material needed using Adobe illustrator, corel draw and photoshop

Education

KCPE, Nairobi Primary School, Nairobi

JANUARY 2005 — NOVEMBER 2013

KCSE, Highway Secondary, Nairobi

FEBRUARY 2014 — DECEMBER 2017

IT, Zetech University, Nairobi

MAY 2018 — JUNE 2019

Joined Zetech to pursue a diploma in IT

Coding Bootcamp Certificate, Ubunifu College, Nairobi

MAY 2021 — JUNE 2022

Joined Ubunifu College to Pursue a Full-Stack Software Development course.

Online Courses

MySQL, Self-taught

Dart-Flutter, Self-taught

Agile Methodology, IBM

Design thinking Practitioner, IBM

JANUARY 2022 — FEBRUARY 2022

Hackathons

PLP Africa Power Hacks – [link](#)

Participated and became 2nd Runners up at a hackathon by PLPAfrica.

The theme was #powerhacks where we were supposed to think of an existing problem on the fly and build a solution using computing.

- Built a full mobile app using flutter for an agro-tech idea we named Shamba Fresh where we help farmers know the best crops to farm depending on their types of soil (using soil science) and the weather.
- Leveraged AI using a chatbot API that can give farmers real-time solutions to any problems they might have.
- became 2nd Runners up seniors against 19 other teams.

DECENTRALAND METAVERSE HACKATHON

Participated in the Metaverse Hackathon by Decentraland, a 72-hour event where I led a team of five developers to design and build a multiplayer game in the metaverse.

- Developed games using TypeScript, and the Decentraland SDK
- Designed interactive wearables for users and created 3D models using Blender.

- Implemented a real-time communication system to enable multiplayer gameplay using WebSocket.
- Overcoming technical challenges to deliver a smooth and responsive experience.
- Our team's game won the award for Best Use of Decentraland's SDK and is being featured on Decentraland's official website.

Projects

Visit my portfolio at <https://davidmbugua.netlify.app/> to view my projects.

Community

- ReactDevsKe
- Google Developers Group Nairobi
- NodeJS Nairobi
- Young founders' space

Volunteering

Divisional Superintended - St. John Ambulance.

I am a first Aid instructor and Drill trainer, training St. John Cadets in high school.

I have trained teams that managed to win the national first aid and drill competitions thrice since 2017.

Education Support Volunteer – Ubunifu College.

Taught HTML, CSS, Vanilla JavaScript and firebase to students at Ubunifu College in Nairobi.

Completed 80+ hours of teaching and enabled an increase in their academic score.