EMILIO KARIUKI

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www.emilio.today

Emilio-kariuki

in Emilio-Kariuki

EDUCATION

DEDAN KIMATHI UNIVERSITY OF TECHNOLOGY

Bachelor of Science in Computer Science 2021-2025

- Led the Google Developers
 Students club in the university
- Currently an organiser in the Google
 Developer Groups in Nyeri

SKILLS

- → Flutter
- → Next js
- React Native
- → Node js
- → Aws

SOFT SKILLS

- → Leadership
- → Team Work
- → Problem Solvina
- Good Communication
- → Adaptability

INTERESTS

- → Hiking
- Public Speaking
- Cycling

ABOUT ME

With over 2 years in software engineering, I'm an enthusiastic team player dedicated to fostering innovation. Thriving in collaboration, I value diverse perspectives. Complemented by a growth mindset, I'm passionate about crafting innovative solutions, embracing challenges to elevate both my team and our projects.

WORK EXPERIENCE

SOFTWARE ENGINEER

Fourbic (APR 2023-Present)

- Designed and developed a new health-based mobile application (<u>umzima</u>), the company's newest product using Flutter, Aws, Terraform and deployed to Google Play store.
- Led the development of a critical API integration using Serverless technology that streamlined data exchange between internal systems.
- Maintained and improved the codebase, ensuring high quality and performance.
- Utilized Agile methodologies for project management and delivery.

PROJECTS

PICSA PRO

- Built an app to help people consolidate pictures especially in an event in one place by sharing a link for people to join and get access to a camera on the web or mobile.
- Made extensive use of Next js, React native(expo), Supabase, Posthog Analytics and firebase messaging.(demo)

GDSC DEKUT APP

- Built a mobile application to bring together the tech communities in the university making extensive use of Flutter, Firebase, Node js Typescript and Firebase messaging.
- Published on Google play store and got 500+ downloads by students in the university (demo)

ECOVILLE

- Built a mobile application to help people sell their items they no longer use (waste) online, allowing people to bid, using Flutter, Supabase, Posthog Analytics, Paystack and Figma
- Featured in Mt Kenya Hub <u>hackathon</u> winning position 3 and published the application on play store (<u>demo</u>)