

Eric Tumu Muheki

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SUMMARY

I am a strongly motivated and proactive individual who possesses a strong willingness to keep learning and adopting new technologies. I have various experiences with multiple back-end technologies such as; python and java to front end technologies such as; HTML and CSS as well as experiences with frameworks such as; React and Django.

With my strong communication and interpersonal skills, combined with both my technical and non-technical expertise, I am ready to collaborate effectively with your team and stakeholders as well as contribute positively towards your company's success as a Junior Software Developer / IT Personnel.

EDUCATION

University of Windsor

Bachelors in Computer Science.

Windsor, Ontario – Canada

Aug, 2021 – October, 2024

PROJECTS

TuMunch | React JS, Express, MongoDB, NodeJS, Stripe

Aug, 2024 – Present

- Developed a full stack web application which should serve as a food ordering website showcasing some food items the store offers, a cart to store the items, a payment processing system and a back-end website for the restaurant to see the orders that have been ordered.
- Implemented using the React framework with JavaScript, Express, MongoDB, and Stripe.
- The website contains a sign in page for the user to sign in and have their items in the cart maintained.
- The website contains a food category menu that filters out different food items when selected from the general food menu list.
- Version Control done through GitHub.
- Deployed through GitHub pages with the website linked in my Portfolio.

Bayshore Library | Node JS, Typescript, Express, MongoDB, Flutter, Dart, Firebase

Jan, 2025 – Jan, 2025

- Developed a full stack library application which allows two users (A librarian and a Patron) to log in and have two different views. A librarian can add a book to the application, update any book details as well as delete any book in the application. A patron can view all books available at the library as well as click on any book to view its details.
- Implemented using Flutter and Dart for the front end as well as TypeScript, Express, NodeJS and MongoDB for the back end. The application also uses firebase for user authentication.
- The application contains a sign in page for both the users which routes the patron and the librarian to different pages depending on the email domain i.e.; There is a different email domain for patrons and librarians.
- Implemented validation and user sanitation in the back through use of express validators as well as proper error handling.
- Version Control done through GitHub.
- Deployed through GitHub pages with the website linked in my Portfolio.

EchoLyf Music App | Flutter, Dart

June, 2024 – Aug, 2024

- Developed a complete mobile application which is compatible with both IOS and Android which serves as a music player application. It features a music player with a seek slider with dynamic audio time, a music folder with music search functionality, available music list alongside their album covers, a news homepage, YouTube direct access and a weekly refreshed Top 100 Music Chart.
- Implemented using the Flutter Framework and Dart Language and using the Android Studio IDE.
- Implemented also using Jamendo API which sourced the music available on the application, newsapi API which provided the up-to-date news from the globe, and the KoreanThinker Json package which provided the music charts.
- Implemented color matching orange themed progress indicators as well as page refresh indicators.
- Tested using the Android virtual environment and dimensions adjusted based off the Google pixel 9XL.
- Version Control done through GitHub.

Inventory Management Web App | Django, SQL Lite3, python, HTML5, CSS3

July, 2024 – Aug, 2024

- Developed a simple inventory management system which is to be used to manage a company's inventory. It aids in carrying out all the basic CRUD functionalities such as; adding products into the management system through filling a Product form, viewing the available products on the home screen, updating the quantity of the products in the system, deleting products in the system as well as automatically incrementing the product IDs in the system.
- Implemented using the Django framework, with SQL3 and python for the backend and HTM5 and CSS3 for the front end.
- Version Control done through GitHub.

Simple Snake Game | python, pygame

Aug, 2024 – Sept, 2024

- Developed a simple python game that possesses the basic functionality such as increment in the size of the snake every time it eats the apple through collision detection, random appearances of the apple when it is eaten through random drawing of the apple every time it collides with the snake head, snake controls through using event listeners.
- Implemented using python and pygame.
- Version Control done through GitHub.

Flight Simulator (School Project) | Java, Java3D, Blender

Oct, 2023 – Dec, 2023

- Developed a flight simulator game in a group of 6 individuals where there was a spaceship that was flying in space and could shoot at asteroids. My specialization in this project was on the sounds and collision detection.
- Implemented using java and through blender.
- Implemented sounds through using AudioInputStream in Java as well as collision detection was done through using WakeuponCollisionEntry.
- Version Control for this project done through GitHub.

Technical Skills

Languages: C, C++, java, python, dart, MySQL, MongoDB, nodejs, assembly, HTML5, CSS3, JavaScript, R, typescript

Frameworks: ReactJS, Flutter, Django

Developer Tools: Android Studio, Visual Studio, IntelliJ, Git, GitHub, GitLab Blender, Postman, Insomnia, Thunder Client. AWS, Google Cloud, Azure, Firebase

Other skills: Windows, MacOS, Linux, Unix, Microsoft Word, Microsoft Excel, Microsoft database, Microsoft PowerPoint, Microsoft publisher, Microsoft Outlook, Agile programming, Computer Networking, IT support, User Account Management, Version Control, Cybersecurity Basics, Error Debugging, Virtual environments, API integration, STFP, VPN's, Problem solving skills, Critical thinking, Quick decision making