

# ABDILADIF MOHAMUD

Software Engineer.

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Portfolio: <https://guleid.vercel.app/>

GitHub: <https://github.com/guledabdilatif>

Credly: <https://www.credly.com/users/abdiladif-mohamud>

## PROFILE

- Web developer with over 2 years of experience in front-end development. Led 10+ projects, collaborating with teams of up to 4 developers and designers, resulting in a 30% improvement in user engagement across digital platforms. Proficient in delivering responsive web designs, optimizing version control systems, and crafting visually appealing interfaces using React, Tailwind CSS, and React native.

## SKILLS

- **Web Development:** HTML, CSS, JavaScript, React JS, Tailwind CSS, Bootstrap, WordPress, PHP, Laravel and MySQL.
- **Graphic Design:** Adobe Illustrator, Vector Illustration.
- **UI/UX Design:** Figma, Prototyping, Wireframing, User Research
- **Version Control:** Git & GitHub.
- **Software Proficiency:** Microsoft Suite, IDE Configuration, Postman, Visual Studio Code.

## WORK EXPERIENCE.

**Software Engineer.**

*Konza Technologies, Machakos | 02/2025 – to date.*

- Designed and deployed **1+ scalable applications** serving **100+ active users**, reducing page load time by **40%**.
- Write clean, efficient, and scalable code in programming languages like Python, JavaScript.
- Work with designers to implement user-centric interfaces.
- Improved mobile responsiveness and accessibility compliance, achieving **95% Lighthouse performance score** across all applications.
- Build and integrate APIs to support interoperability between platforms and services.
- Contribute to building Konza as a smart city by integrating innovative solutions.

## Graphic Design and Frontend Development Mentor.

*MOYA Institute of Technology, Nairobi | 05/2024 – 12/2024*

- Mentored 20+ students in graphic design using Adobe Illustrator, guiding them in creating professional logos, business cards, and marketing materials that increased their design portfolio appeal.
- Taught frontend fundamentals to **20+ students**, with **80% building functional personal portfolios** hosted online.
- Provided in-depth tutorials on Git and version control, enhancing collaborative coding skills and improving project efficiency by 30%.
- Conducted hands-on sessions in Bootstrap to help students design modern, mobile friendly web interfaces, resulting in improved user experience for mock projects.
- Organized weekly design and coding challenges to encourage creativity and reinforce learning, with 85% of students successfully completing capstone projects.

## EDUCATION

### Bachelor of Science in Computer Science

*St Paul's University, Limuru | 01/2021 – 11/2024.*

Key Subjects:

- Computer Graphics
- Object-Oriented Programming
- Networking
- Software Engineering
- Artificial Intelligence.

### KCSE

*Sabunley Secondary School, Wajir | 02/2016 – 11/2019*

Mean Grade: B-

## ACHIEVEMENTS

- Engineered UI replicas of YouTube, Facebook, and Netflix, each exceeding **95% design accuracy**, strengthening cross-platform UI design skills.
- Implemented a targeted branding initiative that included the redesign of 5 key marketing collateral pieces, resulting in a 15% boost in client retention and satisfaction scores over a six-month period
- Implemented CSS animations and transitions into existing websites leading to a visually appealing interface upgrade enjoyed by users accessing those sites daily which contributed positively towards overall retention rates of returning visitors increasing **average session duration by 20%** on client websites.