

# Andrew Mukabi. Ambuka

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## EDUCATION

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### The Presbyterian University of East Africa – Kikuyu, Kenya

#### Bachelor of Science in Computer Science

Graduated Dec 2024

- *Second Class Honours, Upper Division*

### Moringa School – Nairobi, Kenya

*Expected Graduation July 2025*

#### Software Engineering

- *Focus: Web & Mobile Development*
- *Coursework: Data Structures & Algorithms, OOP, AI, Machine Learning, Systems Design*

## WORK EXPERIENCE

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### SokoFresh – Software Engineer Intern

Nairobi | Mar 2025 – Present

- Designed mobile-first UI/UX screens using Figma for internal systems
- Developed scalable REST APIs for core features using Python and FastAPI
- Assisted in debugging and optimizing backend performance

### Milimani Law Courts – IT Network Support Intern

Nairobi | May 2024 – Aug 2024

- Configured 100+ new PCs and installed secure OS environments
- Resolved 15+ critical network issues, boosting system uptime
- Trained court staff on digital tools to improve workflow

## PROJECTS

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### Gym Systems App ( <https://gyyym.netlify.app> )

A web app I worked on that helps gym owners, trainers, and members manage fitness routines and schedules. It features different user roles (Admin, Trainer, Member), a dashboard, workout management, and class scheduling. I used React.js for the frontend, Flask for the backend, PostgreSQL for the database, and JWT for session management. The app is hosted on Netlify, Render, and Supabase.

### Battleship Game Application([Re-po LINK](#))

Collaborated with a team of 6 members from Moringa School to develop an interactive Battleship game using React.js. Designed secure login and registration features for a seamless user experience, optimized performance to ensure smooth gameplay on devices with limited resources, and conducted code reviews while implementing Agile practices to maintain high-quality code.

## TECHNICAL SKILLS

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- **Programming:** Python, Java, JavaScript, HTML/CSS, PHP, C++
- **Tools:** Android Studio, IntelliJ, PyCharm, Eclipse, Git, Bootstrap, Spring Boot, APIs, Jira, Docker, Kubernetes
- **AgileFrameworks/Libraries:** React.js, Node.js, Flask, FastAPI
- **Databases:** MongoDB, PostgreSQL, SQL

## LEADERSHIP

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Battleship Group Project (Moringa School). Led a team of six developers in designing and developing a Battleship game as part of Moringa School's project-based learning. Facilitated Agile ceremonies, including sprint planning, stand-ups, and retrospectives, ensuring efficient collaboration and progress tracking

## **CERTIFICATIONS**

- **LFS250: Kubernetes and Cloud Native Essentials – CNCF / Linux Foundation / Andela**
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