**Andrew Mukabi. Ambuka**

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**EDUCATION**

**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**

**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**](https://github.com/CorneliusKibetDC/Mini-Techs-Battleship-Group7)**)​**

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**

* **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

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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