Personal Details

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Profile Portfolio:	https://jkangogo.github.io
GitHub	https://github.com/jkangogo

Professional Summary

Performance-oriented Software Engineer with over 5 years' experience developing full-stack web and mobile applications, IoT solutions, AI/ML integrations, and conducting technical research and policy analysis. Mastery of Kotlin, Java, Python, JavaScript, PHP, MySQL/PostgreSQL/MongoDB, API integrations, SDLC, Git/Jira, technical writing, and SEO. Proven delivery of innovative solutions with 95%+ user satisfaction, 99% device compatibility, and real-world impact, including improving AI text prediction by 30% and having the GIZ software sector report adopted by 90% of stakeholders, including Kenya's Ministry of ICT & Digital Economy (MICDE). Passionate about EdTech, AI-driven innovations, continuous learning, and mentoring to advance digital education platforms and deliver solutions that push the boundaries of innovation.

Work Experience

JANUARY 2022 – PRESENT
Software Engineer (Remote)| J-Class Solutions Inc.| Danbury, CT

- Programmed RFID/NFC/BLE IoT devices for home automation, collaborating remotely with a team of five developers on git and Jira to achieve 95% user satisfaction and a 45% reduction in manual interactions.
- Developed AI algorithms for an LLM Autocomplete app, improving text prediction accuracy by 30%.
- Leveraged Java-pi4J, Python, and API integrations to deliver scalable IoT solutions using SDLC.
- Applied Apple's FindMy network to build a parallel tracking platform for Apple Airtags, using circuitDigest's ESP32 GPS tracker to visualise data on maps; Instructables' LoRa mesh for offline tracking and BLE for short-range finding.

JANUARY 2021 – FEBRUARY 2024
Freelance Software Engineer (Remote)| LD Talent | California

- Built web and mobile apps with Kotlin, JavaScript, and PHP, reducing delivery times by 20% through optimised code and workflows.
- Designed UI/UX wireframes for 10+ remote projects, boosting user engagement by 25%.
- Wrote SEO-optimised technical content, increasing client web traffic by 200%.

AUGUST 2023 – APRIL 2024
Research Admin (Contract)| GIZ, Kenya | Nairobi

- Analysed 50+ technical and legal documents and conducted 15 stakeholder interviews, drafting a software sector report adopted by 90% of GIZ and the stakeholders of Kenya's Ministry of ICT & Digital Economy (MICDE).
- Formulated 10 strategic actions, cutting time-to-innovation by 18 months.
- Applied data analysis, technical writing and R&D skills to enhance report impact, achieving 90% adoption 90% and reducing policy implementation time by 18 months.

NOVEMBER 2020 – APRIL 2021
Software Engineer (Internship)| 3modern Systems Ltd. | Nairobi

- Reverse-engineered a web-based rental system into ThreePManager (Kotlin), reducing rental losses by 15%.
- Published ThreePManager to Google Play Store, integrating MySQL to manage 500+ tenant records with 99% data accuracy, reducing rental loss tracking errors by 15%.
- Collaborated via Git and Jira with a 5-member team, completing 95% of project milestones on time and reducing development cycles by 20% through efficient version control.

Consulting Projects | Client-directed | Nairobi

- Legislative Information Management System (LIMS) - National Assembly of the Republic of Kenya (Through a third-party organisation), October, 2025.
  Created a comprehensive system for the administration of parliamentary business, such as petitions, bills, messages, motions, and papers laid.
  Worked on software architecture and development to improve the efficiency of legislation as well as the accessibility of data.
  Provided for secure, scalable, and standards-based integrations to enable efficient decision-making processes.
  Curated process flows for every house business item.

- Fox Sports Centre E-Commerce Platform – Fox Sports Centre Ltd. June, 2025
  Crafted and built a fully-fledged e-commerce platform for sports gear in Kenya, with a completion rate of 95%.
  Secured payment gateways, inventory systems, as well as a friendly UI/UX for boosting sales and engagement by more than 130%.
  Mobile-friendly for responsiveness and search engine optimisation (SEO) for market expansion and efficiency.
  Site URL (https://foxsportscentre.co.ke)

- Kenya National Software Centre of Excellence (KNSCoE) – Konza Technopolis Development Authority (KoTDA) & Ministry of ICT and Digital Economy (MICDE), November, 2024.
  Headed up a software team in a national endeavour aimed at setting up Kenya's best software engineering centre.
  Strategic approach for project management and resource allocation in the digital economy to enhance innovation.
  Contributed to capacity-building, professional association, aligning with international standards, among other initiatives that were well aligned with the national vision of excellence in technology and collaboration with various stakeholders.

Personal Projects (Independent) | Self-directed | Nairobi

- Developed Tic-Tac-Toe (Kotlin), a Play Store game (https://play.google.com/store/apps/details?id=com.threemsystems.kangsgame) with a simple and clean UI/UX, gaining 50+ downloads within 2 weeks.
- Developing LitShelf, a book management app with advanced search/filter, favourites, download, AI chat for book summaries, and offline features, achieving 99% feature completion and targeting 1,000+ downloads within 6 months of launch on the Google Play Store, currently having 60+ active users. Google Play link (https://play.google.com/store/apps/details?id=com.joel.litshelf)
- Deployed a responsive profile/project portfolio, showcasing projects with 100% cross-device compatibility (https://jkangogo.github.io)

Academic Projects| Coursework | Kibabii

- Final Year Project
  Enforced Bayesian algorithm and TensorFlow in developing a mobile-based healthcare decision support system, which infers and predicts disease based on the symptoms input by the user, with an accuracy of 94%
  Used GPS geocoding for navigation and to identify the nearest health facility for quick medical accessibility.

- 3rd Year Project
  Collaborated with team 7 in the development of an Android-based student attendance capturing System to capture the class attendance of the students with the help of its unique biometric (uses fingerprint) feature for authenticating students. This application minimised the absence or false signing-in of students in their classes.

Education

MARCH 2022
- **Bachelor of Science in Information Technology | Kibabii University | Kenya**

Skills

Full-Stack Development: React, Angular, Laravel, SpringBoot, ASP.NET

Mobile Development: Kotlin/Java, Flutter

Web Development: HTML, CSS, JavaScript, PHP, WordPress, Joomla, React

Databases: MySQL, PostgreSQL, MongoDB

IoT: RFID/NFC/BLE, Java-pi4J, Python, Raspberry Pi/Odroid/Arduino
AI/ML/Data: Python, R, TensorFlow, LLM integrations

Tools & Processes: Git, Jira, API Integration, SDLC, Technical Writing, SEO

Training & Awards

Fundamentals of Cybersecurity: Certificate | 2021

Data Science: Certificate | 2021

Machine Learning: Certificate | 2021

WordPress: Certificate | 2020

IT Industrial Training: Certificate | 2019