

BRIAN KIBAZOHI

Software engineering and Management student with great enthusiasm for emerging technology and innovation.

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EXPERIENCE

Data Engineering Analyst Intern Deloitte, Omnia AI

May 2019 – Aug 2019 Ottawa, Canada

- Built **data pipelines** to transform data of up to **6 million records** and extract features for training that result to a successful machine learning model using **Python-Tensorflow**.
- Developed an internal **data mining** tool that was used to obtain online data and perform feature extraction for successful **data analysis**. The program met **90%** of the software requirements.
- Responsible for **communicating insightful data findings** concisely by leveraging data visualization tools and libraries such as **Seaborn and Matplotlib** which proved to be highly effective.

Language/Tools: Pandas, SQLite, Flask, Javascript, Tensorflow, OpenCV, C++, Tableau.

Program Ambassador Mathstronauts

Aug 2018 – Present Hamilton, Canada

- Verbally presented to over **1500 students** in total, to-date, on the fundamentals of robotics and programming. Increased sign ups by over 70%.
- Succeeded in introducing students to project-based learning using **Arduino and FreeCAD**.

Co-Founder / Software Developer Digital iceCloud

Aug 2019 – Present Toronto, Canada

- Currently in the process of launching a **custom software development** company that mainly focuses on providing **web and app development solutions** for small businesses.
- Actively working on a web application for first client.

TOOLKIT

Python, C++, Linux



Java, C, Dart



Pandas, SQLite, Numpy



Angular, Flask, Flutter



Tensorflow, ROS, Matlab



ACTIVITIES

- External Relations Chair - National Society of Black Engineers
- Head Instructor - McMaster Artificial Intelligence Society.
- Intramural Basketball (Competitive)

EDUCATION

Software Engineering and Management (Co-op)

McMaster University

Hamilton, Canada Sept 2017 – Apr 2022

- President's Award 02/2018**
- Data Structures and Algorithms**
- Intro to Software Development and Design
- Principles of Programming

PROJECTS

Autonomous Robot Racer - I.A.R.R.C University of Waterloo - Robotics Team

Apr 2018 – Dec 2018 Waterloo, Canada

- Took initiative to improve Robot's path planner which increased its path prediction accuracy by **55%** in ROS simulation using **C++**.
- Designed, implemented and tested code (**C++**) for **BNO055 sensor** responsible for IMU detection and debugging improving the robot's performance by 80%.
- Assisted in low-level programming for firmware of Encoder counter, testing hardware and fixing mechanical/electrical bugs.
- Cleaned and improved entire Robot's Arduino code base, corrected methodological bugs to improve efficiency and robustness.

Land_FIX

N.S.B.E HACKS

Jan 2019 – Present Toronto, Canada

- Leveraged the power of IBM's blockchain API to create a data-record prototype as a way to combat corruption in Land Ownership management systems in Africa.
- Used **HTML, CSS, Javascript and Google Maps API** to construct a front-end visual representation of allocated territory for land.
- Used **Google Firebase** as a Database to efficiently store customer data.

Game of Life

Mar 2019 – Apr 2019 Hamilton, ON

- Implemented software design and objected oriented programming skills to develop the popular Game of life program using **C++**.