Mercy Ndungu

Software Developer.

Software and hardware now aim to serve as a driving force that shapes the intersection of arts and Technology. Growing up, Mercy had a knack for drawing, she developed her creativity by using different mediums of art e.g painting. But her creativity has evolved since acquiring software development skills and she aims to use her skills and her arts background to bridge the gap by building products for creative expression.

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EDUCATION

AkiraChix - codeHive program.
Diploma in Information Technology.

Relevant courses

- **Back-end development** Object Oriented Programming. Data types such as Lists, Tuples, Dictionaries, and Sets. Creating REST APIs in Django.

- **UX Research.** Planning and conducting ethical user research.

- **UX Design.** Wireframing and prototyping using digital tools.e.g Adobe Photoshop.

- **Front-end Development** Implementing DOM manipulation. Using ReactJS as a Frontend Framework.

- **Mobile Development.** Firebase authentication. Object Oriented Programming .

PERSONAL PROJECTS

Financial Tracker.
- Financial tracking mobile app that has wallet-like budgeting and spending analytics features with Kotlin. ⌇

Banking system.
- A banking system in Django that allows a user to carry out personalized banking operations. ⌇

Weather app.
- A real time weather displaying app in ReactJS. ⌇

REFEREES.

Cliff Gor
Lead Programme Assistant
Andela.
  cliffordgor@hotmail.com ⌇

Marie Githinji.
Executive Director and Co-founder.
AkiraChix.
mgithinji@akirachix.com ⌇

SKILLS

Ability to manipulate data types using Python. e.g Lists, Tuples, Sets, and Dictionaries.

Ability to build REST APIs in Django.

Intermediate understanding of classes, inheritance, and flow control in Kotlin.

Ability to fetch and store data using Firebase in Kotlin.

Ability to create reusable components using ReactJS.

Intermediate understanding of DOM manipulation in JavaScript.

Ability to consume RESTful APIs in JavaScript.

Ability to structure and style web-based applications using HTML/CSS

Good understanding of design thinking processes in UX Research and carrying out ethical user research.

Ability to design wireframes and product prototypes using Figma, Adobe Illustrator, and Adobe Photoshop.