

M O S E S K I N G ' O R I

SENIOR SOFTWARE ENGINEER

CONTACT

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SKILLS

- Programming Languages: Golang, Javascript, PHP
- Frameworks and Libraries: Gorilla mux, gRPC, Protobuf, Cobra CLI
- Databases: MySQL, Postgres, CockroachDB, BadgerDB
- Cloud platforms: AWS, Google Cloud Platform
- Tools: Git, JIRA, Docker, Kubernetes, Prometheus, Grafana, Argo CD, Apache Kafka, RabbitMQ, Redis, Google Pub/Sub, Temporal Workflow Engine, Bazel for builds

EDUCATION

BACHELOR OF SCIENCE

Computer Science and Technology
Maseno University
2012 - 2016

PROFILE

Experienced Golang engineer with hands on experience in building scalable, performant, and reliable applications. Highly skilled in developing distributed systems, RESTful and gRPC APIs and microservices. Proven ability to work collaboratively with cross-functional and geographically distributed teams, communicate technical concepts effectively, and drive projects from conception to deployment.

WORK EXPERIENCE

SENIOR SOFTWARE ENGINEER

Metric Gaming Technologies | 📍 London, England | October 2021 - May 2023
(*Betting and Casinos*)

Using Golang, I helped design and build a high performance multi-tenant fully managed sports betting software for worldwide gaming companies. It's a fast paced environment that effectively combines the needs of multiple projects in order to meet aggressive deadlines.

- Brainstormed with the product team on the system requirements, and created the technical analysis of the features
- Assisted in the creation of the technical solutions for the micro-services
- Used the following patterns: Domain Driven Design, Event Sourcing, Command and Query Responsibility Segregation.
- Used gRPC, Protobuf, OpenAPI, Apache Kafka
- Worked with containerized environments

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Trendhim | 📍 Horsens, Denmark | August 2020 - September 2021
(*e-Commerce*)

Using Golang, I participated in the development of a modern eCommerce platform that provided a seamless and personalized shopping experience for customers and enabled the company to grow and succeed in the competitive online marketplace.

- Participated in the development of the new system's microservices using Google Pub/Sub, CockroachDB, gRPC, Cobra CLI and Bazel for builds.
- Took charge in writing migrations for Orders, Products and Product Categories using the Temporal Workflow engine to a SaaS based eCommerce engine called Commercetools.
- Developed products sold data classifier for the orders

SOFTWARE ENGINEER

Tospay Limited | 📍 Nairobi, Kenya | February 2019 - July 2020

(Payment Gateway)

Using Golang, I helped create a payment technology that eliminated the barriers to omni-channel payments and access to transaction capabilities.

- Participated in developing payment collection APIs.
- Developed integrations to card processors and local mobile money providers.
- Led a project that facilitated integration of the payment gateway APIs to Truecaller payments app for the Nigeria market.
- Facilitated the setup and managing of CockroachDB database clusters.

SOFTWARE ENGINEER

iPay Limited | 📍 Nairobi, Kenya | August 2016 - January 2019

(Payment Gateway)

Using Golang and PHP, I delivered integrations to various payment and disbursement processors to help customers process their funds in a fast, secure and cost-effective manner.

- Developed APIs for handling transactions from multiple jurisdictions, support multiple payment methods and currencies
- Participated in writing integrations to card processors and local mobile money providers.
- Developed payment gateway plugins for various eCommerce frameworks.

PROJECTS CONTRIBUTION

SOFTWARE ENGINEER

Decred | April 2019 - September 2021

(Open Source Digital Currency)

Participated in adding new features on Decred's blocks explorer especially on the data presentation using Postgres, Golang and StimulusJS.