Macmillan Munene Njue

Software Developer

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Ambitious software engineer with a focus on full-stack development.

Back-end Software Engineer - LiquidHackGroup

May 2024 - *Present*

1. Developed a zone-based system to efficiently map riders to specific geographical areas.
2. Implemented geofencing algorithms to optimize rider assignments and improve delivery efficiency.
3. Integrated with third-party services for SMS notifications and payments processing.
4. Implemented robust authorization and authentication protocols as well as Role based access to ensure appropriate access to system features.

Back-end Software Engineer - Songa

August 2023 - October 2023

1. Designed and implemented a scalable and efficient back-end infrastructure for the Songa ride booking apps, optimizing performance and reducing latency by 80%.
2. Spearheaded the transition from Firebase cloud messaging to web sockets for handling notifications to the customer facing apps.
3. Implemented real time location updates for riders using caching mechanisms to ensure rider location is updated as they move between picking points.
4. Streamlined the ride booking process by implementing algorithms to recommend the perfect rider for each user thus increasing user satisfaction.

Software Developer - Freelance

Kipaji Social - A social platform for football fans and clubs in Kenya that offers fan tokens in the form of cryptocurrencies. Since this is a decentralized application, I built the frontend using Vue.js consuming Benkiko APIs.

Mobile Eats - A food delivery progressive web application. Restaurants can create profiles and have their own riders to deliver food to their customers.

Mobile eats server - I developed the back-end server for mobile eats web application mentioned above which involved user authentication and authorization, push notifications, order processing, payments integration and several other features. I used node.js, Typescript, Redis and Docker for this project.

Authentication and authorization server - I created a role-based authentication and authorization server using Node.js, express, PostgreSQL and sequelize ORM. I also wrote detailed documentation using swagger UI on how to access and use the endpoints.

SportyPredict - A sport prediction web application where I worked on the back-end mainly involving authentication and CRUD operations for the sport predictions. I used Node.js, express and MongoDB for the server in this project.

Farid creations server - Back-end server for a client's web application that has e-commerce features, user authentication and authorization, role based access and M-pesa payments integration. I implemented secure authentication, role based access and seamless integration with Chpter APIs for M-pesa STK push payments. The project also has CI/CD setup for deployment to Digital ocean container registry and App platform.

Education

Bachelor of Business Information Technology - Second class (Upper division)

Cooperative University of Kenya
September 2019 - December 2023

Skills

Languages

JavaScript, Typescript

Tools and technologies:

Node.js Vue.js, TypeScript, React, Express, Nuxt, MongoDB, PostgreSQL, Redis, Git, GitHub, Docker