Muno Siyakurima

[Personal Website](#) | [GitHub](#)

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EDUCATION

Carleton College, Northfield, MN   **June 2024**
- B.A. in Computer Science with an emphasis in Statistics, GPA 3.5
- Relevant Coursework: Data Structures, Data Science, Applied Regression Analysis, Math of Computer Science, Software Design, Intro to Computer Systems, Algorithms, Programming Language Design

EXPERIENCES

Academic Technology Assistant, Carleton College ITS, Northfield, MN   **Feb. 2023 – June 2024**
- Spearheaded the development and maintenance of an advanced chatbot for the Information Technology Department, leveraging OpenAI tools and technologies. This chatbot resulted in a 30% reduction in helpdesk inquiries and improved user satisfaction
- Collaborated on a pioneering project for the Psychology Department that employed Unity to analyze the effects of PTSD on individuals by designing immersive virtual reality scenarios, and integrating haptic feedback suits

Game Developer Intern, SayKid, Minneapolis, MN (Remote)   **June 2023 - Aug 2023**

- Developed interactive voice games for children aged 5 and above, contributing to the creation of three engaging games.
- Spearheaded the development of a cutting-edge choose-your-own-adventure game, utilizing artificial intelligence to craft the initial storyline and enhance user engagement.
- Implemented seamless integration between content management system (Airtable) and VoiceFlow platform, enabling dynamic story delivery through API calls

Data Analyst Intern, Virtual Corporate Services (VCS), Harare, Zimbabwe   **July 2022 - Sep. 2022**

- Maintained the company database and used various professional statistical techniques to collect, analyze, and interpret data from customers and partners
- Pioneered the creation of a comprehensive categorical analysis framework for evaluating companies joining through VCS registration, contributing to a refined understanding of market trends and strategic decision-making

Data Science Intern, ArcadeAi, South Africa (Remote)   **June 2021 - Aug. 2021**

- Worked on an Instagram Marketing tool for growth in engagement, website traffic, and sales
- Compiled user data to present findings on how we could increase user retention based on game mechanics
- Analyzed bigger datasets using Tableau, R and SQL to determine which target audiences are most likely to go on board with branded contests

EXTRACURRICULAR ACTIVITIES

Vice President, Club Soccer, Northfield, MN   **June 2023 – June 2024**
- Play a pivotal role in orchestrating all club soccer events, guaranteeing their flawless implementation and overseeing successful player recruitment initiatives for the team's growth
- Spearheading the coordination and execution of the renowned club soccer alumni game

Founder, Code+, Harare, Zimbabwe   **May 2017 - Present**

- Constructed an official school website for a local high school with detailed information about admission
- Teach high school students computer languages such as Python, PHP, and HTML

HONORS

- Carleton Kellogg Scholarship Program (2020-2024)
- EducationUSA Opportunity Fund Scholarship (2019-2020)

SKILLS

- Computer languages: Python, Java, PHP, Relational Database (SQL, Postgres), R, Jupyter Notebooks, HTTP-based API, CSS, HTML, JavaScript, Tableau, Go, Docker, Excel, Unix, Linux