

# Niyonkuru Jonas

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## Professional Summary

Software Engineer skilled in Python, C, JavaScript, and SQL, with experience optimizing data workflows, improving system navigation, and delivering KPI-driven insights. Proven ability to collaborate with leadership and cross-functional teams to enhance performance and user experience.

## Education

### Santa Clara University

Sep 2023 - Jun 2027

*Bachelor of Science, Computer Science and Engineering, Minor in Mathematics*

- **Achievements:** Koret Fellowship, Thomas J. Bannan Award, LEAD Scholar
- **Coursework:** Discrete Mathematics, Calculus 1-4, Embedded Systems, Logic Design, Probability And Statistics, Physics 1-3, Data Structures And Algorithms, Advanced Programming, Cryptography, Eletrical Circuits, Object Oriented Programming

## Skills

- Python, C, JavaScript, HTML, CSS, SQL, React, Django, ARM Assembly, Verilog, Linux, Visual Studios, Arduino, MATLAB, GitHub, Google Cloud Platform, Web APIs

## Experience

### Excite Credit Union

Jun 2025 - Present

*Software Engineer and Finance Intern*

*Santa Clara*

- Ran and optimized SQL queries with the CFO, delivering actionable insights for financial planning while reducing data retrieval time by 30%
- Produced accurate KPI and loan performance reports that informed strategic decisions
- Collaborated with the software development and IT team to improve system navigation and enhance the website, helping reduce client wait times and streamline user experience

### Elite Lending Group

Aug 2024 - Sep 2024

*Finance Intern*

*Tucson*

- Processed 20+ mortgage qualification documents, verifying financial information efficiently and accurately
- Conducted outreach to 100+ clients, boosting loan application completion rates through personalized interactions
- Planned a 30-day social media content calendar, increasing engagement by 15% through strategic and well-timed content

## Projects

### PickUp

- Building a cross-platform mobile app for discovering local pickup sports games with lead Microsoft software engineers
- Building with React Native (Expo), Supabase (Auth, DB, Realtime), and Google Maps API
- Integrating geolocation, interactive maps, and push notifications for real-time game discovery

### Automatic Trash Can

- Programmed and constructed an automatic trash can using C++ in the Arduino IDE interface utilizing ultra-sonic sensors, servo motors, and various other recycled materials to detect levels of trash and automatically dump contents after reaching a designated capacity
- Achieved 90% detection accuracy for trash level and reliable dump feature with low energy requirements of one 9V battery

### Ball Tracking

- Built a ball-tracking software that can track a ball from a video input. Expanding the program to detect ball speed and trajectory, helping athletes score with greater accuracy and consistency
- Programmed using Python, OpenCV library, and Numpy Library to efficiently handle video/frame processing

## Extracurricular

### National Society of Black Engineers

May 2024 - Present

*Vice President*

- Served as a board member of the NSBE SCU chapter, enhancing resource accessibility for 200+ engineering students by collaborating with faculty and department chairs
- Led an outreach event for over 100 high school students during Engineering Week (EWeek), increasing their interest in technical fields through interactive workshops and presentations

### Different Culture Clothing

Jun 2022 - Present

*Brand Manager*

- Spearheaded production, promotion, and sales of 1,000+ clothing units, driving a 25% increase in sales and media following for three consecutive years
- Supported brand development initiatives centered on individuality, consistency, and sustained effort, strengthening engagement and customer loyalty