

# PHILLIP AHEREZA

Software Engineer | KAMPALA, UGANDA | +256789997290

## DETAILS

Kampala, Uganda  
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[phillip@ahereza.dev](mailto:phillip@ahereza.dev)

## LINKS

[Github](#)  
[ahereza.dev](#)  
[LinkedIn](#)

## SKILLS

Python  
Django  
Flask  
Docker  
Postgresql  
Git  
React  
AWS  
Go  
C#  
Java

## EMPLOYMENT HISTORY

### Software Engineer at Code for Africa, Kampala

November 2017 – May 2019

- Developed and executed software development requirements in conjunction with the lead technologist. This included scoping, planning and reviewing of all software development plans; monitoring progress and changes, and keeping senior leadership abreast of the project's status.
- Lead the conceptualisation and development of Code for Africa projects including, [HURUmap](#), [openAFRICA](#), and [Takwimu](#).
- Created and maintained fully automated CI/CD pipelines for code deployment using Github, Travis CI, and Dokku
- Built and deployed Docker containers to ensure consistent development environments for the team, improving developer workflow, and optimizing speed.
- Managed and monitored cloud infrastructure on AWS; EC2, S3, ElasticSearch, and RDS to minimize downtime

### Technology Fellow at Code for Africa, Kampala

July 2016 – October 2017

- Developed a secure Android-based [CitizenReporter](#) toolset for crowdsourcing and managing user-generated news/content from citizens, based on a mobile app.
- Developed a dashboard for citizens to review and edit their news stories submissions
- Developed a web-based content management system (CMS) for newsrooms and content curators to commission assignments, manage users, and then review, edit (including feedback to users), and publish user-generated news/content.
- Developed a payment module that would allow newsrooms and content curators to reward user-generated content creators with either financial or airtime bounties.
- Deployed the app and the dashboard for the Star Newspaper in Nairobi white labeled as [StarReports](#)

## EDUCATION

### Makerere University, Kampala

August 2012 – January 2017

Degree: BSc. Computer Engineering

- CGPA 3.8/5.0
- Relevant Coursework:** Algorithms, Data Structures, Artificial Intelligence, Computer Architecture, Probability and Statistics, Discrete Mathematics
- Final Year Project:** Using Recurrent Networks for Sentiment Analysis

## INTERSHIPS

### Student Developer at iLabs@Mak Research Project, Kampala

November 2013 – June 2015

- Part of the team that trained high school students how to build robots using the LEGO Mindstorms Kit and organized the national robotics contest for schools
- Design and implementation of various embedded systems projects using Arduino and the raspberry pi.



## NOTABLE PROJECTS

### deals.ug, Kampala

March 2019 – Present

deals.ug is a service that tracks for price changes of smartphones on jumia.ug website and alerts subscribers whenever the price drops.

### Scraper, Kampala

February 2019 – March 2019

Scraper is a web tool and API for scraping data from websites that are rendered by Javascript

### Kiiki, Sign Language Translator, Kampala

June 2015 – October 2015

Kiiki is a prototype sign language translator to help people with hearing and speaking impairments who communicate using sign language to communicate with people that do not know sign language. Kiiki is built using the Microsoft Kinect for gesture tracking.