Rose Gathoni Njuguna

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EDUCATION

Minerva University, San Francisco, CA

Expected Year of Graduation: 2024

Bachelor of Science; Computer Science - Artificial Intelligence

Relevant Coursework: Software Development; Machine learning; Data Structures and Algorithms; Object Oriented Programming (OOP); Web Development; Advanced Calculus; Modeling and Simulations; Optimization Methods; Statistical Data Analysis, Linear Algebra, Probability and Statistics; Theory of Computation

EXPERIENCE

180 Degrees Consulting | Business Analyst

London, UK | February 2024 - Present

• Consultant for non-profits and social enterprises at 180 DC Minerva's London Branch.

Deepcore | Software Engineering AI Lab Intern

Tokyo, Japan | September 2022 - Present

- Prototyped and modeled products for image processing and speech recognition to enhance accessibility.
- Trained models for sign language detection using **OpenCV** to improve the model's accuracy by 20%.
- Designed user interfaces for users to interact with the model using Assembly AI API, JS, and React.

PricewaterhouseCoopers | Cloud Innovation & Engineering Intern Washington DC, USA | June 2022 - August 2023

- Designed an integrated project plan and process maps by organizing workstreams and setting up governance for a self-sustaining cloud optimization model for FinOps.
- Supported cloud-based digitization shifts and operational system replacements as a technology consultant taking into account pre-migration and business impacts and assessing the risk profile involved.
- Facilitated user acceptance, integration, and performance testing for all functional and non-functional test cases and tracked all logged defects for bug fixes.

PROJECTS

Kimchi and Chips | Machine Learning Intern

Seoul, South Korea | October 2021 - December 2021

- Training data to optimize for accuracy in muscle memory through Reinforcement Learning
- Used numerical solving to analyze variables and optimize motors' magnetic fields and accuracy

Downtown Streets Team | Web Development Project

San Francisco, CA | October 2020 – April 2021

- Optimized UI and UX design strategies to realize the organization's objectives and improve user interactivity.
- Incorporated visual art through photography and video editing to improve user experience and engagement

Other Projects: Plagiarism Detector, Traffic Simulator, Task Scheduler, Dynamic website for Animal Justice

TECHNICAL SKILLS

Languages: SQL; Python; Javascript; React; HTML/CSS; Django; C#; Vue.js

Developer Tools: PyTorch; OpenCV; Tensorflow; AssemblyAI; Arduino; Docker; MS Excel; Miro; Figma; Jira

Technologies/ Frameworks: Agile Product Management; Cloud - AWS; Github; Robotics; Design thinking and Prototyping; Reinforcement Learning; Machine Learning; UI/UX design; Tailwind CSS; Cloud Optimization (FinOps); Scrum; PowerPoint; PowerBI; Alteryx; System Architecture, Web APIs (REST)

LEADERSHIP AND ORGANIZATION

CodePath Rewriting the Code Colorstack Tinker STEM Education Women in CS+ FutureTakers