RONNY OHAWA OCHIENG

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SOFTWARE ENGINEER

CAREER OBJECTIVE

Upcoming BSc in Information Technology graduate offering a strong foundation in software engineering and programming principles across multiple platforms

Experienced in Objected oriented programming: developing, testing and debugging code; designing interfaces and networking. I would like to learn more about software engineering from senior developers.

EDUCATION

Taita Taveta University – Voi, Taita Taveta

Expected graduation Sep 2024 – Nov 2024

Pursuing Bachelor of Science in Information Technology (BSIT)

Courses Completed:

Computer networks	Database management systems	Computer architecture
System Design	Object Oriented Programming	Project Management
Advanced Programming	Data structures and algorithms	Artificial Intelligence
Computer Graphics	Web Development	Mobile Development
Information Security	Information system audit	Network Design

WORK EXPERIENCE

Lanet Highschool – Nakuru, Kenya

IT Administrator, May 2023 to August 2023

Maintained student database, provide networking and desktop support, Developing and maintain the school portal. Troubleshoot and resolve technology problems in the school.

PERSONAL PROJECTS

CLASS ATTENDANCE MANAGEMENT SYSTEM USING FACE RECOGNITION

Developed an attendance management system that uses face recognition by utilizing python, MongoDB and node js.

The system used dilb library and dlib models to recognize the student faces then the attendance was stored in MongoDB.

Nodejs was used for the attendance management module. To retrieve the attendance data from the database and to present it to the user that has requested the data

Tools: Git, VS Code, Python, MongoDB, Nodejs

AUTOMATIC TIMETABLE GENERATOR

This system was developed purely in java using the genetic algorithm. The system generates a timetable that is different from the other and no classes or teachers will collide

Tools: Java, NetBeans

YOUTUBE DOWNLOADER

This project was developed using python. The projects allow you to download a YouTube video by inserting the video link

Tools: Python

PROJECT ZERO (Ongoing)

The project Zero is a game development project that is being developed in c# using the unity engine. The game is a survival Based battle royal game.

Tools: Unity, C#

SKILLS

PYTHON   DJANGO   NODEJS   MONGODB   GIT   C#   JAVA

SQL   MICROSOFT SUITE   ADOBE XD   LINUX   METASPLOIT
REACT.JS   DATA ANOTATION   POSTGRESQL

HOBBIES

Programming   learning new technologies   Gaming   Game development

Designing UI