

## **PROFILE SUMMARY**

- Upcoming Strathmore University graduate offering a strong academic background in IT combined with excellent internship experience as a web developer.
- Experience in software design and development on mobile and desktop platforms.
- Possess troubleshooting skills to rapidly resolve challenging technical issues.
- Quick learner with demonstrated success in both self-directed and team settings.

## **PROFESSIONAL EXPERIENCE**

### **Intern**

**Slashdot Labs, Nairobi**

**January – March 20202**

#### **Responsibilities and achievements:**

- Maintained the company's main WordPress website.
- Added new features to the company website using Laravel and PHP
- Maintained client websites and carried out a few interviews to gather site requirements.
- Participated in software documentation and version control using Github.
- Structured and planned projects with software like Trello.

---

## **PERSONAL PROJECTS**

### ***Daro (A learning platform)***

This is a web application made in Laravel PHP framework that enables qualified teachers to share learning content online to various students. The project aimed to identify challenges faced by primary and secondary schools in Kenya and design a platform that facilitates the distribution of educational content by teachers for free. The project is available on Github <https://github.com/sianwa11/Daro>.

### ***Student Budgeting Tool***

This is a web application made in PHP programming language that enables University students to keep track of their expenditure and set a target on how much they want to spend in a certain period, it also notifies them when they have exceeded their balance.

### ***SpaceDash 2D (Platformer)***

This is a 2D game made in the Unity game engine where the player controls a ball using the space button while avoiding obstacles. The project was developed mainly to learn more about the C# language and Unity game engine. The source code is available on the following Github link <https://github.com/sianwa11/SpaceDash2D> and the executable files with download and install instructions can be found here <https://sianwa-atemi.itch.io/spacedash-2d>.

## ***Flappy Bird replica***

This is a replica of the game Flappy Bird by Dong Nguyen where the player controls a bird and avoid hitting columns of pipes on the screen while gaining points. The project was developed to learn game development basics with Lua and Love 2D Framework, the game assets were from CS50's Introduction to game development <https://github.com/sianwa11/FiftyBird>.

## **TECHNOLOGY SUMMARY**

- Languages: JavaScript, C#, PHP, HTML
- Databases: Oracle, MySQL
- Systems: Laravel framework, Windows
- Office Software: MS Office

## **EDUCATION AND CERTIFICATIONS**

### **Strathmore University**

July 2017 to January 2021

- Bachelor of Business Information Technology

### **Mang'u High School, Kiambu**

2013 to 2016

- High school Certificate

## **VOLUNTEERING EXPERIENCE**

### **Mariakani Primary School**

January – March 2019

- Taught class four and five pupils' math and science.
- Carried out invigilation of the upper primary student's exams.
- I also assisted the teachers with their daily duties like carrying out roll calls and practicing for Drama festivals.

## **HOBBIES AND INTERESTS**

- Software Development
- Reading
- Swimming
- Board and video games

## **REFERENCES**

References are available upon request.