

**SIANWA ATEMI**  
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## **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.
- Passionate, conscientious, motivated and a team-player

## **PROFESSIONAL EXPERIENCE**

**Software Developer**  
**Zydii, Nairobi**  
**November 2021 – Present**

**Tech intern**  
**Zydii, Nairobi**  
**July 2021 – September 2021**

**Responsibilities and achievements:**

- Evaluation of technologies and providing recommendations to the Zydii team on which solution will work best both from a cost and technology perspective.
- Planning and designing for new solutions by participating in design sessions.
- Development of code according to the design specs and working collaboratively with other engineers in coming up with deliverables.
- Testing and deployment of new features and optimisation of existing systems.
- Support and Maintenance of the various platforms.

**Intern**  
**Slashdot Labs, Nairobi**  
**January 2020 – March 2020**

**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 avoids 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, Dart, HTML
- Databases: Oracle, MySQL
- Systems: Laravel framework, Flutter, Windows
- Office Software: MS Office

## **EDUCATION AND CERTIFICATIONS**

**Strathmore University, Nairobi**

**July 2017 - January 2021**

- Bachelor of Business Information Technology

**Mang'u High School, Kiambu**

**2013 - 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 students' 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.