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EDUCATION

Strathmore University - Bachelor of Science in Informatics and Computer Science

Expected June 2026 | GPA: 70.27 (A)

Honors: Dean's List – Academic Year 2024 - 2025

EXPERIENCE

SoftClans Technologies Limited

Business Analyst Intern | Jan 2025 - Mar 2025

- Translated client needs into user stories and workflows.
- Designed wireframes and user journeys aligned with product goals.
- Supported Agile sprints and feature validation with engineering teams.
- Conducted UAT to improve usability and quality.

Strathmore Computing and Engineering Students Association (SCESA)

Director of Communications | May 2025 - Present

- Led media team, increasing engagement by 60%.
- Designed visual assets, branding, and digital campaigns.
- Built UI components and prototypes applying accessibility principles.

Kenya Christian Professionals Forum (KCPF)

Community Volunteer and Digital Designer | January 2024 - March 2024

- Audited website usability and content.
- Delivered user-focused recommendations for design improvements.

PROJECTS

- Sauti App: Award-winning inclusive communication tool with real-time translation and speech support for speech- and hearing-impaired users.
- Sensei App: Machine learning-powered mobile system that detects and manages sensory overstimulation for neurodivergent users.
- ASL Reader: Machine learning-powered product that interprets the American Sign Language alphabet in real time using CNN and LSTM models.
- NgoziUI: Al-powered mobile app that analyzes uploaded or captured skin images and classifies skin diseases.
- **CampusHive:** Event management platform centralizing all campus and club events, with sorting by date, organizer, price, and more.
- BidUnity: Web platform enabling collaborative bidding on high-value assets, distributing shares based on individual investment.
- AgriMarket: Mobile platform connecting small-scale rural farmers directly with urban customers, removing the need for brokers.

SKILLS

- **Design & Research:** User Research, Wireframing, Usability Testing, Accessibility, Journey Mapping, Design Systems, Visual Communication, Prototyping (Figma, Flutter UI)
- Product & Process: Agile, SDLC, Requirements Gathering, Cross-Functional Collaboration, User-Centered Design
- Development: Dart, Kotlin, C++, Java, PHP, SQL, Firebase, Jetpack Compose, RESTful APIs
- Tools: Flutter, Android Studio, Git, GitHub, Firebase, Laravel
- · Soft Skills: Communication, Empathy, Problem-Solving, Adaptability, Critical Thinking, Time Management

CERTIFICATES & AWARDS

- Hack4PWD Hackathon Winner Microsoft ADC 2024
- Dean's List Scholar 2024–2025 Academic Year
- Cisco: NDG Linux Unhatched (2023)
- Cisco: CCNAv7 Introduction to Networks (2023)
- Cisco: CCNAv7 Introduction to Cybersecurity (2024)
- IBM: Artificial Intelligence Fundamentals (2024)