

# NATALIA MWANGI

Computer Science Student | Aspiring Product Manager

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## SUMMARY

Innovative and user-driven computer science student passionate about building products that solve real-world problems at scale. Experienced in translating complex user needs into impactful software solutions, driving projects from research and design through launch, and collaborating across engineering, design, and business teams. Proven track record leading product initiatives, winning hackathons, and delivering accessible, user-centric technology. Excited to apply analytical thinking, product vision, and execution skills to create meaningful impact as an Associate Product Manager at Google.

## EDUCATION

**Strathmore University** | *Expected June 2026*

Bachelor of Science in Informatics and Computer Science | **GPA: 70.27 A**

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

**Key Skills:** User-Centered Design, Software Development Lifecycle, Agile, Product Prototyping, Cross-Functional Collaboration

**Shang Tao Media Art College** | *2022 - Present*

Certificate in Graphic Design

**Nyahururu Elite Girls High School** | *2018 – 2022*

Kenya Certificate of Secondary Education | *Grade: A-*

## EXPERIENCE

**SoftClans Technologies Limited**

*Business Analyst Intern* | Jan 2025 – Mar 2025

- Conducted user research and requirements analysis, translating client needs into actionable user stories and workflows.
- Designed wireframes and user journeys, ensuring user-centric design decisions aligned with business goals.
- Collaborated closely with product and engineering teams during Agile sprints, supporting feature validation and iterative improvements.
- Participated in User Acceptance Testing (UAT) to enhance usability and deliver high-quality product experiences.

**Strathmore Computing and Engineering Students Association (SCESA)**

*Director of Communications* | May 2025 – Present

- Led a media team, increasing digital engagement by 60% through inclusive storytelling and design-driven strategies.
- Designed and delivered visual assets, event branding, and digital campaigns that improved visibility and user interaction across platforms.
- Contributed UI elements and visual prototypes to internal software projects, applying accessibility and user-centered design principles.
- Serve on the SCESA Executive Board, contributing to planning and execution of major events and initiatives.

*Graphic Designer* | Mar 2024 – May 2025

- Designed promotional digital media for SCESA events, ensuring high engagement and visibility.

### **Google Developers Group on Campus (GDGoC), Strathmore University**

*Outreach Lead* | Nov 2024 – Present

- Planned and executed developer workshops and industry events, expanding outreach to new technical audiences.
- Built and managed partnerships with sponsors and collaborators, enhancing the impact and visibility of student-led tech initiatives.

### **Kenya Christian Professionals Forum (KCPF)**

*Community Volunteer and Digital Designer* | January 2024 – March 2024

- Audited website usability and proposed improvements to enhance user experience.
- Designed visual campaigns, growing online following from hundreds to 1,000+ users.
- Applied accessibility and inclusive design to improve clarity and reach of outreach initiatives.

## **PROJECTS**

**Sauti App** – *Hack4PWD Hackathon Winner* at Microsoft ADC 2024 | Sept – Oct 2024

*Product Engineer*

- Co-developed an inclusive communication tool improving accessibility for speech- and hearing-impaired users.
- Integrated real-time translation and speech support, enhancing adoption and usability.
- Collaborated in a cross-functional team to deliver an award-winning solution.

**Sensei App** – *Overstimulation Detection System* | May 2025 – Present

*Solo Developer & Product Designer*

- Conducting user research, accessibility testing, and iterative design sprints to ensure a user-centered, impactful solution.
- Independently designing and building a cross-platform mobile solution using Flutter, Dart, and Firebase to help neurodivergent users detect and manage sensory overload.
- Architecting the full system from front-end interface to backend logic, including data processing pipelines and real-time notification features.

## **SKILLS**

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

References available upon request