

CURRICULUM VITAE

MWANGI MARY WANGOI

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PERSONAL PROFILE

I am an enthusiastic IT student, who has a high degree of self-motivation and can work independently with minimal supervision. I am excellent at working with others and delivering on time. I am eager to be part of a team that challenges me to grow and to further improve my critical thinking, communication, and IT skills. In addition, I am very passionate about offering solutions to existing problems, user interface user experience (UI/UX) design, project management, web application, and dynamics of marketing.

EDUCATION

ONGOING: 2019-2023

BACHELOR OF BUSINESS INFORMATION TECHNOLOGY STRATHMORE UNIVERSITY

- Awaiting graduation (Second Class Upper)

ONGOING: 2022

**FULL STACK SOFTWARE DEVELOPMENT CERTIFICATE, STRATHMORE
UNIVERSITY@ILABAFRICA**

- Awaiting to be awarded a certificate.

2018

KENYA CERTIFICATE OF SECONDARY EDUCATION, NYAHURURU ELITE SCHOOLS

- Scored a B-

2013

KENYA CERTIFICATE OF PRIMARY EDUCATION, POTTERS HOUSE ACADEMY

- Scored 325 Marks

PROJECTS

- **Study Smart**

I worked with a team of four to create a web application called study smart. It helps students to be more organized and utilize their time well thus improving their academic progress. Some

of the tools used include PHP, MySQL, HTML, CSS, and JavaScript. The project code is available on GitHub.

- **Jobseeker**

This was an individual project of a Job Application webapp which basically allows the applicant to create a profile, apply for a job, and save a job. In addition, the Staff is also able to post jobs and manage them. Some of the tools used include Django, HTML, CSS, JavaScript, and SQL. The project code is available on GitHub.

- **Catchup Game**

This was an individual mini-Game Development project which basically aimed to make the game enjoyable and productive. The game allows the police to chase and catch criminals thus saving the city. The police can collect coins along the way which gives them additional points and a longer life span. The game also has different obstacles to make it more interesting. The Game was developed in Unity using C#.

SKILLS

Risk Management, Leadership

HTML, CSS, JavaScript, Bootstrap

Design: Figma

Database: SQL, PostgreSQL

Django, Unity Basics (C#)

Object Oriented skills

Problem-solving skills and ability to take initiative

Adept Computer skills and proficiency using programs like Microsoft Word, Microsoft Excel, and PowerPoint.

Strong verbal, and written communication

VOLUNTEERING

JANUARY_MARCH,2022

SERVICE-BASED PROGRAM VOLUNTEER, @THE SEVENTH-DAY ADVENTIST SOUTH C

I volunteered for a program that aimed at giving back to the community through teaching kids and contributing to keeping the environment clean. I would teach kids from the age of 5-14years subjects like Math, Computer, English, and general life lessons. I helped in the IT department with tasks like report generation and offering general IT support as well.

HOBBIES AND INTERESTS

- Reading Novels, Singing.
- Community Development and Volunteer Services.