

WASULA BENJAMIN

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SUMMARY

Computer Science major with basic to intermediate knowledge in various programming languages as well as a passionate UI designer, skilled in Figma.

Able to work under little supervision functioning as an excellent team player who integrates easily and fast with other people.

Analytical, problem solving and good decision-making skills.

EXPERIENCE

JANUARY, 2021 TO DATE

SELF EMPLOYED, URBAN TECHNOLOGIES.

Sole proprietor of a business offering the following services:

- Cyber Services: Printing, Scanning and Photocopy... etc.
- Mobile Money Services: M-PESA and KCB, CO-OP, EQUITY, FAMILY agent
- Movie Shop
- Phones and Accessories
- Jumia and Kilimall Agent

APRIL, 2020 TO FEBRUARY, 2021

INTERNSHIP, AMPATH ELDORET.

Working remotely as a UIUX Design Consultant.

SEPTEMBER, 2019 TO NOVEMBER, 2019

INDUSTRIAL ATTACHMENT, KENYA POWER & LIGHTING COMPANY.

Attached as an Information Technology assistant.

NOVEMBER, 2018 – JUNE, 2019.

UIUX DESIGNER, MAGHARIBI INNOVATION HUB.

During this period, I worked as a UI design consultant with my main role being to incorporate all the aspects of design and develop prototypes of interactive systems. I designed the following:

- Nab a Cab – A taxi mobile application prototype made with Adobe XD.
- Hakikisha – A mobile money application prototype made with Adobe XD.

MAY, 2018 – AUGUST, 2018.

INDUSTRIAL ATTACHMENT, KENYA POWER & LIGHTING COMPANY.

During this industrial attachment in the ICT & T department at Kisumu head office, I was exposed to the following areas:

- LAN cabling, trunking, activating ports and understanding the IP addressing in the network.

- Installing systems i.e., CMS, IMS, OS, SAP, and DCS.
- Preventive maintenance of telecommunication equipment.
- Installation and configuration of various user interfaces and software.
- Structuring, configuring and troubleshooting the company's local area network.

JUNE, 2017 – JULY, 2017.

INDUSTRIAL TRAINING, MASINDE MULIRO UNIVERSITY.

Acquired practical skills in various IT fields as well as having an opportunity to find out what takes place in various IT industries. Through this program, I was able to know the various employment institutions in the Computer Science field as well as deducing my area of interest; Software Development. The practical sessions were of great help since through them I was able to put into practice what I have learned theoretically in class.

EDUCATION

PRESENT.

UNDERGRADUATE, MASINDE MULIRO UNIVERSITY.

Candidate for B.Sc. in Computer Science, currently completed my studies attaining a second class honours.

NOVEMBER, 2013.

HIGH SCHOOL LEVEL, MUSINGU HIGH SCHOOL.

Attained a mean grade of B- (Minus) with an AGP of 54.

SKILLS

UI/UX DESIGN.

I am a passionate UI/UX designer, skilled in FIGMA. As a hobby, I enjoy exploring creative design solutions having an open mind to what would work best. My designs capture Google's material design and usability guidelines, therefore shaping the way people see and interact with interfaces.

MOBILE PROGRAMMING, NOVICE LEVEL.

A novice mobile developer currently undertaking a crash course in developing cross-platform mobile applications with Flutter. My strengths include:

- Designing, building, and maintaining reliable and efficient code
- Locating and devising solutions for bugs and maintaining code quality

JAVA PROGRAMMING, NOVICE LEVEL.

A Junior Java developer with a comprehensive mastery of most Java packages.

- Moderate level of expertise in Java 8 and 9, with their usage in a simple and intuitive way.
- Accustomed to developing rich client applications using JavaFX UI components library.
- Basic understanding of digital image processing in Java using the OpenCV library.
- Determining requirements and writing and deploying algorithms

REFEREES

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