

Edison Uwamungu

[LinkedIn](#) | [GitHub](#) | edison.u@eagles.oc.edu | Phone: +14058565948

EDUCATION

Oklahoma Christian University

Edmond, Oklahoma

Major: B.S. Computer Science (Artificial Intelligence), Sophomore

Graduation Date: May 2028

GPA: 4.0/4.0

Relevant Coursework: Discrete Mathematics, OOP, Statistics, C++, Software Engineering, Intro to Cybersecurity, Assembly.

SKILLS & INTERESTS

Languages: C++, Python, Java, JavaScript, SQL, HTML/CSS.

Frameworks/Tools: React, Node.js, FastAPI, Git, SFML, Scapy, ManyChat, Linux (Ubuntu, Kali), PyTorch.

Expertise: OOP, NLP, RAG, Network Analysis, Forensics, Web Exploitation, OSINT, Git/ Github, Log Analysis..

WORK EXPERIENCE

Bridge2Rwanda - Intern

IT Support

Jan 2023 - Jan 2024

- Developed a Python script to automate the generation of report cards, reducing manual time from days to seconds.
- Developed a WhatsApp learning chatbot using GPT-4 API and Manychat, improving content delivery for 198 students and reducing grading time by 85% through automatic feedback.

UL Solutions -Intern

May 2025 - Aug 2025

- Set up, debug, and test Wireless Power Transfer (WPT) and Wireless Local Area Network (WLAN) samples to ensure compliance with industry standards.
- Draft, compile, and communicate test results in FCC reports for client review using Python.
- Follow and execute defined Standard Operating Procedures (SOPs)

PROJECT EXPERIENCE

AI-Driven Network Traffic Monitoring System

School project

Sep 2025 - Present

- Real-time packet capture and feature extraction with Python + Scapy; detects DDoS and unauthorized access.
- Models: LSTM (time-series) and Random Forest trained on Network Malware Detection Dataset; target F1 > 0.9 with SMOTE for imbalance.
- Added predictive maintenance capabilities by correlating traffic patterns with hardware performance, a feature absent in most commercial solutions.

EagleAI – Career Intelligence Platform

Sep 2025 - Present

- Designed and built a full-stack AI career guidance web app using React, FastAPI, and Python.
- Developed ML-based recommendation algorithms aligning student skills with career paths.
- Deployed on Vercel with CI/CD integration, managing all design, coding, and deployment.

C++ Alien Attack Game

- Developed a 2D arcade shooter in C++ using SFML for graphics, input handling, and game loop management.
- Implemented player controls, collision detection, scoring system, and enemy wave mechanics.
- Optimized gameplay for smooth performance and increasing difficulty to enhance user experience.

EXTRACURRICULAR

- Collaborating with peers on an AI-driven network traffic monitoring project to detect anomalies and enhance cybersecurity.
- Exploring data ethics, algorithmic fairness, and responsible AI deployment through guided workshops.