

JAMES OPONDO

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EDUCATION

KENYATTA UNIVERSITY (Nov 2020- April 2024)

Bachelor of Science in Computer Science.

Cumulative GPA: 63.05

Relevant coursework: Data structures and algorithms; Object Oriented Programming; System analysis and design; Artificial intelligence; Distributed systems: Legal and Ethical issues in computing

ALX SOFTWARE ENGINEERING (Jan 2023- May 2023)

Professional certificate in Software Engineering.

Cumulative GPA: 90/100

Relevant coursework: Low level programming; Version Control Systems; DevOps; High level programming

COURSERA (Jan 2024- June 2024)

Professional certificate in Cybersecurity.

WORK EXPERIENCE

SULUHU ONDEMAND (Feb 2025 – Present)

Full Stack Engineer.

- Implement User interfaces for OnDemand mobile application.
- Implementing backend applications for the OnDemand platform
- Automate architecture deployment and workflows on the cloud.
- Implement and automate solutions deployments for distribution
- Work hand in hand with my teammates and strategize on the project goals.
- Participate in innovation activities for company's software solution.

SMARTPAY NETWORK (Sep 2024 – Present)

Mobile Engineer.

- Created a financial inclusion application that integrated blockchain to make payments to other users and merchants.

CODEFREMICS LIMITED (Jun 2024 – Sep 2024)

Full Stack Software Engineer Intern (Internship).

- Develop mobile apps, backend servers, databases and websites for company clients
- Work hand in hand with Business Leads to ensure client requirements have been met.
- Work hand in hand with my teammates and strategize on the goals of each client project.
- Participate in innovation activities for company's software solution.
- Use test driven development to test and develop software systems.

SOLUTECH LIMITED (Apr 2024 – Jun 2024)

Mobile Software Engineer Intern (Internship).

- Develop and maintain company mobile software systems.
- Participate in innovation activities for company's software solution.
- Use test driven development to test and develop software systems.

SEVEN SKIES LIMITED (Aug 2023 – Present)

Full Stack Software Engineer Consultant.

- Developed a custom digitized checklist system for a government organization that involved collecting data in the fields of health, agriculture, livestock, water and education.
- Designed an analysis tool to analyze collected data in the database using Django and Django-rest framework.
- Implemented the statistical analysis dashboard for the data collected.

FREELANCER(Jun 2022 – Present)

Full Stack Software Engineer freelancer.

- Designed backend systems and servers to collected data in the database.
- Implemented web components for clients as per their needs.
- Implemented crash reporter and used findings to fix the bug causing crashes of servers.
- Implement mobile applications for clients
- Deployed servers for clients.

PROFESSIONAL PROJECTS

WORDANDLEARN

- Part of the team that designed, developed, and deployed personalized learning platform for children that improves and makes learning more fun and interactive.

[Wordandlearn](#)

MY JOURNEY

- Designed, developed, and deployed a speech transcription journaling application.(Coming soon on play store)

MAVUNO

- Designed and developed an app that connects farmers to customers to sell their produce directly to consumers without the need of middlemen.

SMART INVENTORY

- Designed and developed a smart inventory application that keeps inventory data of different shop branches in and automates stock reconciliation upon daily sales entry.

OKOA SEM

- Designed, developed, and deployed a SaaS that help students study for their exams - [okoa-sem](#) (Next.js). Currently working a mobile platform for it using flutter.

PARKPOINT

- Designed and developed a parking booking application that integrated payment methods and Google maps as the first project for my startup using Golang and Flutter.

HAMEZ AND CO [Collaboration with friends] (Sep 2022 - present)

Chief technical officer

- Designed, developed, and deployed a music matching application. (Redeploying to playstore)

- Designed developed and deployed AI based Sudoku solver. The application was made using flutter and python.
- Designed, developed, and tested backend and restful APIs for a client application for selling and blogging about cars using python Django. (Currently in development)

KU-CIS LIBRARY

This is an online library for storing lecture notes, past papers, and revision materials.

- It is made using flutter for the client side(students who need access). The backend is made using Django and an admin side for uploading the materials is made using Next.js.

MOBILE CHAT APPLICATION (Jun 2023)

- Developed using python (Django and DjangoREST) on the backend and flutter on the frontend.
- Designed developed and implemented a mobile based asynchronous chat application.
- Managed to be position three out of fifteen.

BLOG APPLICATION (Jan 2023)

- Created a blogging application using python and Django on the backend and HTML, CSS, and JS on the frontend.

ACTIVITIES

DAVIS AND SHIRTLIFF 2024 HACKATHON (Aug 2024 – Sep 2024)

Participant

- Participated in Davis and Shirliff hackathon and my team emerged 1st runners up

637 CAPITAL 2023 HACKATHON (Nov 2023)

Participant

- Participated in Davis and Shirliff hackathon and my team emerged winners

GOOGLE DEVELOPER STUDENT CLUB (Sep 2021 - present)

Member

- Participated in web development team building activities.

SPACE YA TECH (Sep 2022 - present)

Member

- Participated in open-source project in building an application's server side using different Programming languages. I used Django to make restful APIs.

GOOGLE CROWDSOURCE (Sep 2022 - present)

Member

- Collaborated with a global team to provide localized insights for Google's AI, feeding the Knowledge Base with 1,500+ vernacular expressions; this effort led to a 40% reduction in misunderstandings during user interactions.

KENYATTA UNIVERSITY COMPUTING AND INFORMATION SCIENCES (Feb 2024 – May 2024)

Mobile developer lead

- Led and participated in development of mobile application development.
- Mentor newbies to understand the flutter framework.
- Create a demo restful API using Django for other developers to use to test and develop the proposed application.

ADDITIONAL

Programming Languages used:

- Dart
- Java
- JavaScript
- TypeScript
- Golang
- Python
- MySQL
- PostgreSQL
- Kotlin

Other technologies used:

- DevOps
- AWS
- Azure
- Docker

Frameworks used:

- Flutter
- Next.js
- React
- Gin (Restful APIs)
- Django (Restful APIs and GraphQL)
- Flask(Restful APIs)
- Jetpack Compose

Types of Development:

- Test Driven Development
- Behavior Driven Development

Languages: Fluent in English and Kiswahili and learning Japanese.

Certification and Training: Currently pursuing a professional certificate in cybersecurity.

Hobbies and Interests: Finding interests and trying to understand IoT and Machine Learning before I can take a big leap into making one of the field's systems and software; Learning trends in tech; Athletics; Fitness.

REFEREES

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