

## Experience

**MFS Africa Ltd**                      Remote                      *Senior Software Engineer*                      *August 2021 | Present*

- Plan, Design, Develop, Test and Maintain MFS Africa products
- Promote highly-collaborative, team-oriented environment, working closely with all levels of product development staff and third-party development teams
- Ensure high functionality and optimization by performing SIT unit testing and code reviews on software developed.
- Mentor and guide Junior and Intermediate Developers towards fulfilling their development tasks

**MFS Africa Ltd**                      Remote                      *Software Engineer*                      *November 2020 | August 2021*

- Software development, testing, deployment
- Systems and database administration
- VPN setup and troubleshooting

**Beyonic Ltd**                      Remote                      *Software Engineer*                      *September 2018 | November 2020*

- Product feature Implementation using Python and Django
- Mobile money api integrations
- VPN setup and maintenance
- L2 customer support

**Twaweza Limited (NGO)**      Nairobi , Kenya      *Software Engineer*      *October 2016 | September 2018*

- Product feature Implementation using Python and Django
- System administration
- Game development using Unity Game Engine

**Yum Deliveries**                      Nairobi , Kenya                      *Software Engineer*                      *Jan 2016 | Sep 2016*

- Product development using Python Django

## Skills

**Languages** Python, Django, Django Rest Framework, MySQL, Javascript, C#

**Operating System** Linux

**Tools** Google Cloud Platform, Nginx, OpenResty, IPsec, Git, Docker, New Relic, AWS

**Process** Scrum, Agile

## Projects

### Low level adapter (MFS Africa)

Designed an application that allowed connection to mobile money telco networks on MFS Africa network hub. The application was developed by a team of five engineers. I guided them through the development and testing stage. This involved code reviews and daily standup sessions. I also worked on setting up a secure VPN which would be used for communication with the adapter.

### **Cross Border Payments And Collections (MFS Africa)**

MFS Africa introduced a product that would allow merchants to send or receive payments in local currencies and to settle in one currency. For example you can collect money in Kenya and Uganda while settling all transactions in one USD wallet on the platform. I was the lead developer on this project working with a team of four developers. The project involved creating one api that merchants could use to send or receive cross border transactions and get the forex conversions as part of the transaction journey. Some of the merchants using the application include Spotify (for subscriptions in Africa), Alibaba (for buying goods in local currencies), Facebook (for facebook stores) and Google (for google android playstore subscriptions)

### **In Person Collections (MFS Africa)**

As opposed to most Africa countries, mobile money is not popular in Nigeria and people mostly use cash. BAXI built a solution for that by having more than 90,000 physical agents throughout Nigeria who can collect cash from customers for online bill payments. In person collections was a project by MFS Africa to enable merchants to be able to collect bills from customers using the BAXI agents. The project involved integrating MFS Africa Ecommerce portals to BAXI apis enabling merchants to be able to collect bills from the agents. I was the lead developer seeing the project through from design to launch.

### **Mobile Money API Integrations (Beyonic)**

I worked on multiple mobile money api integrations with telcos in Africa - Safaricom Kenya, Airtel Uganda, MTN Uganda, Paga Nigeria and Halotel Tanzania to name a few. The APIs were either Business To Customer (B2C) or Customer To Business (C2B) provided in REST or SOAP. I also setup a secure VPN connection with the telco and was involved in the initial SIT, tests.

### **Python and Django Upgrade (Beyonic)**

I was involved in upgrading Beyonic application from Django 1.7 to 1.9 and from Python 2.7 to 3.0

### **Payments upload via Excel (Beyonic)**

Developed a product on Beyonic platform that allowed merchants to upload payments via Excel. The file could be password protected before uploading. The functionality ended up being the most preferred way to create payments for clients that did not use API.

### **Adventures of Zuri (Twaweza Communication)**

Adventures of Zuri was a mobile game whose aim was to teach children positive virtues such as generosity and kindness. The game was designed as a story through various levels. I worked closely with animators and artists to bring the game to life. This was a challenging and fun project as I had to learn C# and mobile game development while still delivering a playable game for children.

## **Education**

**Thika High School**  
*High School Certificate*

Kenya  
*September 2010 | December 2013*

**Moringa School**

*Software Engineering*

*Sep 2015 | Feb 2016*