

MESHACK MUMO MUTISYA

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ABOUT

Currently, I am a fourth-year student.

I'm a tech-obsessed software engineering student with a passion for building innovative solutions. Whether it's designing seamless full-stack applications, diving into the complexities of cybersecurity, or crafting Android apps, I love turning ideas into reality.

Beyond coding, you'll find me immersed in console and PC gaming, shooting hoops on the basketball court, or smashing birdies on the badminton court. I'm also a huge fan of anime, cartoons and animated films, keeping my creativity and imagination fueled.

EDUCATION

UNITED STATES INTERNATIONAL UNIVERSITY (USIU) - AFRICA

September 2022 – Present

Bachelor of Science Software Engineering

- Current Student

ZALEGO ACADEMY

December 2019, May – August 2022

- *Certificate of Web Design and Development*
- *Certificate of Cyber Security*

CISCO NETWORKING ACADEMY

May 2022

- *NDG Linux Unhatched*

SUNSHINE SECONDARY SCHOOL

January 2018 – December 2021

- *Certificate of Secondary Education*

EXPERIENCE

FREELANCE SOFTWARE DEVELOPER, Nairobi, Kenya

2019 - Present

As a freelance software engineer, I have worked on various projects, including full-stack applications, Android apps, cybersecurity solutions, and desktop applications. Below are some of the key projects showcased on my GitHub:

[CourtCaseFlow](#) - A secure, cloud-based legal case management web application designed for small and mid-sized law firms in Kenya. It helps lawyers and clients manage cases, upload legal documents, track milestones, and receive automated court hearing notifications, all in one simple and affordable platform. This application is built with the Next.js, React, and Firebase stack.

[InkVault](#) - A creative publishing platform designed to help writers, editors, and readers collaborate and share content in a seamless and intuitive way.

[WhatsApp Clone](#) - A JavaFX-based desktop chat app with Spring Boot backend.

[ROS](#) - A Firebase-powered Android app for managing reports and Firestore data.

POS System for Hardware Store - A React and Node.js-based POS system connected to an Android app via Firebase.

[Game Repo](#) This is currently where all the games that I have tried to remake and also to make are stored in.

[Tic-Tac-Toe-4-by-4](#) An advanced version of the traditional Tic-Tac-Toe game, played on a 4x4 grid. If you want to try it out just click on the link here: [4 * 4 TicTacToe](#)

Each project involved UI/UX design, backend integration, cloud storage, and optimization for performance and scalability.

SKILLS AND ACTIVITIES

- Programming Languages: Java, JavaScript, Python, C++, SQL, Kotlin
- Web Development: HTML, CSS, JavaScript, React, Node.js, Express.js, Firebase, Spring Boot
- Mobile Development: Android (Java/Kotlin), Firebase integration
- Cybersecurity: Ethical Hacking, Network Security, Penetration Testing
- Software Development: Full-stack Development, API Design, Software Architecture
- Cloud & Databases: Firebase, MySQL, PostgreSQL, SQLite, MongoDB
- Networking & Systems: Linux Administration, Cisco Networking (NDG Linux Unhatched)
- Version Control & DevOps: Git, GitHub, CI/CD, Docker
- Frameworks & Tools: Apache NetBeans, Android Studio, Scene Builder, Gradle, RMI
- Soft Skills: Leadership, Teamwork, Problem-Solving, Adaptability
- Software Development: Full-stack Development, API Design, Software Architecture
- Cloud & Databases: Firebase, MySQL, PostgreSQL, SQLite, MongoDB

- Networking & Systems: Linux Administration, Cisco Networking (NDG Linux Unhatched)
- Version Control & DevOps: Git, GitHub, CI/CD, Docker
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