Jeilani Mugaza

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SUMMARY

Developer skilled in cloud computing, software development, and CI/CD pipelines. Proficient in JavaScript, Python, and secure, scalable system design. Dedicated to continuous learning and delivering exceptional customer experiences.

SKILLS & TECHNICAL TOOLS

Languages: JavaScript, Python, HTML/CSS

Technologies: Git, Github, AWS, Node.js, Django, Express, Networking, Linux, ReactJS, Terraform, VS Code

Concepts: Cloud Computing, DevOps, Cloud Security, Fullstack, Backend, Frontend, Agile Development, Databases

EXPERIENCE

Software Engineering | General Assembly   *March 2024 - May 2024*
- Completed an intensive software engineering bootcamp at General Assembly through Adobe Digital Academy.
- Gained comprehensive training and hands-on experience in modern programming languages, software development.

AWS re/Start Program | Primed Talent   *July 2023 - September 2023*
- Implemented secure, scalable AWS systems following Well-Architected and Cloud Adoption Framework principles.
- Utilized EC2, Amazon s3, and CloudFormation for infrastructure deployment and configuration management.
- Developed Python scripts for AWS Lambda, enhancing data processing efficiency with RDS and DynamoDB.

PROJECTS

The Cloud Resume Challenge | *AWS, JavaScript, HTML & CSS, DynamoDB*
- Developed a scalable resume website hosted on Amazon S3 and CloudFront, achieving a 99.9% uptime.
- Utilized AWS services for serverless backend, resulting in a scalable platform for showcasing professional credentials.
- Implemented CI/CD pipelines using GitHub Actions, resulting in reducing deployment time by 50%.

Sports Players Tracker | *Express, JavaScript, HTML & CSS, Heroku, MongoDB*
- Created a full-stack web application with Express, Node.js, and JavaScript, enabling seamless CRUD operations.
- Integrated MongoDB for efficient data management, resulting in reducing data retrieval times by 30%.
- Crafted the UI using HTML, and Tailwind CSS, enhancing user interaction and ensuring an optimal experience.

Memory Game | *JavaScript, HTML & CSS*
- Developed a memory card game using HTML, CSS, and JavaScript, resulting in an interactive user experience.
- Implemented game mechanics such as shuffling and win conditions, enhancing gameplay with dynamic challenges.
- Implemented a countdown timer function, enhancing the intensity of strategic decision-making during gameplay.

EDUCATION

General Assembly | Software Engineering	*March 2024 - May 2024*
AWS re/Start Program | Certificate, Cloud Computing	*July 2023 - September 2023*
Lafayette High School | Diploma	*October 2016 - June 2019*

CERTIFICATIONS

AWS Solutions Architect Certification - Associate	*February 29, 2024*
AWS Cloud Practitioner Certification	*September 19, 2023*