

Kitanga Nday

Fullstack Engineer

Contact Details:

<https://www.linkedin.com/in/kitanga-nday-86795ab6>

kitanganday@gmail.com

<https://kitanga.dev>

Summary:

I am an **ambitious and versatile team player** with a **passion** for building **user-focused** products. A **UX researcher** at heart, I bridge the gap between **product, engineering** and **business**, creating experiences that are as intriguing as they are usable. Apart from work, [I blog about web technology](#) related topics, indulge in the creation of low quality [youtube videos](#), and [compose music](#).

Experience:

Freelance

Remote

Jan 2024 - Present

I have spent the last couple of months working on a range of products, all of them fullstack, ranging from chat bots using generative AI (AI) to AI powered products (under NDA)

- Tech: ReactJS, SolidJS, Redux, Mobx, Tailwind CSS, NodeJS, NestJS, ChatGPT Open API, Gemini API, Google Drive API, JavaScript/Typescript, Threejs, Bunjs, ElysiaJS, Web sockets, MongoDB, Hetzner VPS
- The first freelance project I worked on this year was a ChatGPT powered chatbot split into 3 main projects. The chat bot widget which uses **ReactJS**, **Redux**, and **Tailwind CSS**. The client dashboard was built using ReactJS, **Mobx**, and **Tailwind CSS**. And finally, a backend running in **Nodejs** using **NestJS** as the backend framework, and **MongoDB** for the database. I can't mention the name of the product, because the client wanted this to be confidential. I just did what needed to be done to push the platform forward, adding new features to the project like multiple ways to train the ChatGPT backend using different inputs (google drive, pdf files, etc.), multiple **UX improvements** on the dashboard, and additional fixes and changes to the widget.
- A Gemini powered product for a large South African company in the food industry (I'm under NDA, that's honestly all I can say). We built a prototype using raw HTML, CSS, and JS for the frontend, and a **BunJS** backend using **ElysiaJS** for API setup and handling.
- Sunbaked (<https://sunbaked.kitanga.dev>), a 3D multiplayer naval game. My current project, **~18,000 visits/plays** in the 2 week test period we had in October, currently play testing the game on a web portal. The frontend is hosted on the platform I am using to playtest and on **firebase hosting**. The backend is setup on Hetznern's VPS cloud service and the server logic runs within a BunJS environment using ElysiaJS'

websocket plugin (built ontop of uWebsocket) for communication between the client and the server. The frontend uses **SolidJS**, custom CSS, and **ThreeJS** for the renderer. The physics code is my own.

Fullstack Developer at Obsidi

Remote (Ontario Canada)

Aug 2022 – Jan 2024

UI implementing/reviewing/editing, mentoring, and UX research

- Tech: ReactJS, Material UI, Styled Components, QuillJS, Knexjs, NodeJS, PostgreSQL, Figma, Mixpanel
- Implementing UI
- App **optimisations** (dropped app size by ~50%)
- **Team Player Award Recipient**
- **Mentoring frontend** leaning and **backend** leaning developers
- Seating between the UI and development teams
- Advising, where necessary, **KPIs** and **tracking** metrics that help us determine what success looks like.
- **Technical** and UX research
- **SEO** implementation
- **Recruitment**

Fullstack Game Developer at Wiener Games

Remote (Bulgaria)

Sept 2021 – July 2022

Started as a frontend developer and moved into Fullstack development later on

- Tech: NodeJS, MoleculerJS, PrismaJS, PostgreSQL, Cocos3D, Firebase, Pixijs
- Frontend Slot Games
- Fullstack Timeshuffle.io
 - Implemented character skills/move-sets and authentication

Frontend Game Developer at Wonderlabz

Cape Town, South Africa

Jan 2020 – Aug 2021

Worked as a frontend developer building slot games

- Tech: Pixijs
- Frontend Slot Games

Frontend Web Developer at Inspired Ideas

Arusha, Tanzania

Aug 2016 – Mar 2018

Here we built everything, a mobile application, websites, and most importantly ReactJS web applications.

- Tech: ReactJS, MaterilizeCSS, Bootstrap, JQuery, Firebase
- Mobile application development
- Web Development

IT Intern at African Court of Human and Peoples' Rights

Arusha, Tanzania

Nov 2015 – Jan 2016

Fixed printers, helped setup the new Ethernet network cables, and introduced marketing team to Buffer App. Happy to see they still use it till this day.

Education:

Friends of Design – Web Design and Interactive Media (04/2018 – 12/2018)

Iowa Lakes Community College, IA – Web Development and Design (09/2014 – 05/2015)

Oneida Baptist Institute, KY – Advanced High School Diploma (Class of 2014, I had to redo high school in the US since I never did US Government or US History)

Saint Constantine's International School – O Level (Class of 2013)

Skills:

Frontend – **ReactJS**, VueJS, SvelteJS, SolidJS, Firebase, Typescript 4.x, Javascript ES2022+, HTML, CSS 3, Material UI, Styled Components

Backend – NodeJS, BunJS, ElysiaJS PrismaJS, Firebase, PostgreSQL, Knex

Source Control – Git

Other – Reaper (DAW), **JSON**, Blender, Blogger?, Mixpanel, Google Analytics, **Postman**

Unused Skills– Java, C#, Sketch App, PHP

Game Releases:

Around the World in 80 Reels

<https://www.slotstemple.com/free-slots/around-the-world-in-80-wilds>

Silverball

<https://www.rainbowrichescasino.com/uk/online-slots/silverball>

Apps Worked on:

Obsidi by BPTN

<https://app.obsidi.com>

Dr. Elsa

<https://drelsa.xyz/>

NED App

<https://nedapp.co.za/> (mobile only, variant no.2 due to typescript rewrite, discontinued)

Demos:

A Voice Controlled Wikipedia Search Engine Demo (Chrome only, API is extremely experimental)

<https://codepen.io/kitanga/pen/WVoVpp>

Top Down Shmup with controller support (Build using Pixi.js, Typescript, and Webpack)

Controls keyboard: Arrow or AWSD keys for movement, Space/N to shoot

Controls gamepad: Left-Stick/Dpad for movement, RT/R2 to shoot

Demo: <https://dynamo-shmup.herokuapp.com/>

Original repo: <https://github.com/Kitanga/project-dynamo>

First Person Shooter experiment with controller support (ThreeJS, Javascript/Typescript)

Demo: <https://kitanga-nday-productions.itch.io/african-fend-off-the-blobs-prealpha>

HTN Planner (PIXI.js, Javascript)

A bunch of chickens just running around.

Demo: <https://codepen.io/kitanga/pen/XWRmEQQ?editors=0010>

WEBPACK LOADER THAT TRANSPILES A SPECIAL LANGUAGE I CREATED TO NORMAL JAVASCRIPT

<https://github.com/Kitanga/phaser-lang>

WORKING WITH BINARY DATA (CREATING A FILE FROM SCRATCH)

<https://github.com/Kitanga/grammar>

AN ONLINE MUSIC PLAYER

https://kitanga.github.io/kitanga_nday-HTML_Responsive-01/index.html