

David Mochoge Okoko

Mobile Apps Developer

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in <https://www.linkedin.com/in/davidmochoge/> 🐙 <https://github.com/kokodavid>

Profile

I am a passionate and self-driven Mobile developer. Possessing well developed Mobile Applications. I have a customer-focused approach to work and focused on the completion of projects and always taking on new challenges.

Education

01/2019 – 06/2019
Nairobi, Kenya

Software Engineering

Moringa School

Coding bootcamp where I acquired programming skills in HTML, CSS and Vanilla Javascript. I later specialized in Java Core for web applications using the Spark framework and mobile Applications Using Java for Android

Professional Experience

01/2021 – present
Nairobi, Kenya

Mobile Apps Developer

Giglab Limited

- Design and build advanced applications for the Android platform.
- Collaborating with UI and UX Designers, as well as Software Testers, to ensure that each app is presentable and in perfect working order.
- Translate designs and wireframes into high-quality code
- Design, build and maintain high performance, reusable, and reliable Java code
- Ensure the best possible performance, quality, and responsiveness of the application
- Identify and correct bottlenecks and fix bugs
- Help maintain code quality and automation
- Write unit-test code for robustness, including edge cases, usability, and general reliability.

01/2020 – 12/2020
Nairobi, Kenya

Mobile Apps Developer

Ignite Binary Limited

- Support the entire application lifecycle (concept, design, test, release and support
- Produce fully functional mobile applications writing clean code
- Gather specific requirements and suggest solutions
- Write unit and UI tests to identify malfunctions
- Troubleshoot and debug to optimize performance
- Design interfaces to improve user experience
- Liaise with Product development team to plan new features

06/2019 – 11/2019
Nairobi, Kenya

Junior Mobile Apps Developer

Anomaly Limited

- Forking on Minor bug iHes
- Conducting development tests
- Contributing to all phases of the development life cycle
- Friting well-designed, efxcient, and testable code
- Conducting software analysis, programming, testing, and debugging
- Ensuring designs comply with specixcations
- Friting reports
- Transforming requirements into stipulations

Skills

Android



Java



Kotlin



Flutter



Dart



Javascript



Firebase



SQLite



References

Brian Marete, *Technical Mentor*, Moringa School
brian.marete@moringaschool.com

Larry Karani, *Senior Software Developer*, Giglab Limited
larry@giglab.io