**JOHN ASHABAHEBWA**

Austin, Texas

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**SOFTWARE ENGINEER**

Software engineer with over 7 years of experience building highly available, fault tolerant and scalable enterprise and Android applications. Advanced experience in Microservices architecture leveraging REST APIs and messaging queues such as RabbitMQ and Apache Kafka. Experience in testing and monitoring performance of systems in production using Apache JMeter, New Relic and CloudWatch. Experienced in building Android applications as well as Android Libraries. A team player with proficiency in multiple languages and frameworks with agility to pick up new technology stack.

Backend Development · Microservices Architecture · REST APIs

Android SDK & Applications Development

**Languages**: Java, Python, Ruby, Kotlin, Javascript, PHP

**Mobile**: Android, React Native, Ionic, MVVM, Jetpack, XML, Firebase Cloud Messaging, Fastlane, Robolectric, Push Notifications

**Web**: HTML, CSS, Javascript, jQuery, JSON

**Frameworks**: Spring Boot, Quarkus, Spring MVC, Hibernate, Ruby on Rails, Django, Flask, Angular, React, SonarQube

**Data and Warehousing**: Postgres, MySQL, SQLite, Redis, Snowflake

**Messaging Queues and Streaming**: Apache Kafka, RabbitMQ, AWS Kinesis

**DevOps/Automation** **tools**: Git, Gitlab, GitHub, Circleci, Digital Ocean, Docker, Gradle, Maven, Bitrise, Terraform, Chef, Heroku

**Cloud Services:** AWS(ECS, EC2, CloudWatch, ECR, Secrets Manager), Heroku, Digital Ocean

**Test Tools:** JUnit, Mockito, MockMvc, RestAssured, Robolectric, Rspec, Pytest

**EXPERIENCE**

**Software Engineer | Vibes Media, Chicago, Illinois, United States | 07/2018 - Present**

* Implemented an event-triggered callback service for messages sent through the platform to determine if they are delivered to the device and if not, why, giving customers the information they need to take actions for their API triggered campaigns.
* Developed a data migration tool using Quarkus, Hibernate, Kafka and Java allowing customers to quickly and easily migrate their push device subscribers reducing onboarding to just clicks from days of the same effort.
* Implemented ecommerce tag tracking to our push platform during a company hackathon. This enhancement was subsequently incorporated into our push Library, maintaining our competitive edge in the market and enabling our customers to accurately measure the ROI of their messaging strategy.
* Led the development and publishing of a sales engagement mobile application in React Native, demonstrating the relevance and usage of the push SDK, attracting 3 partners in less than a month.
* Improved efficiency of the Android SDK which heavily relies on Firebase Cloud Messaging, building demo applications with features pointing out possible flaws of the library with enhanced logging and increasing test coverage up to 84%.
* Expanded the reach of the SDK built with native Java and Android, by adding integration support plugins for React Native and Ionic Native bridges.
* Enhanced the developer documentation to streamline customer integration with our platform, effectively reducing the need for extensive customer support.

**Software Engineer | Andela | Nairobi, Kenya | 08/2017 - 08/2018**

* Developed, maintained and monitored the backend infrastructure of the Learning Map application, an internal tool tracking developer skills and growth mainly using Python/Flask.
* Offered mentorship to junior developers.
* Launched Teencode Africa program offering programming mentorship to teenagers and facilitated coding sessions.

**Software Engineer** | **Ministry of Water & Environment | Entebbe, Uganda | 03/2016 - 08/2017**

* Collaborated in the design, development and implementation of an Integrated National Water Quality Management System, largely owning the backend using Django Rest Framework and the mobile application development in Java/Android.
* Successfully configured the ministry’s Linux servers for application hosting, utilizing nginx for web serving and load balancing.
* Migrated geospatial data from previous systems to the current application.
* Enhanced and automated the process of routine sampling, analysis, and reporting on water trends by leveraging advanced algorithms and intricate chemical computations, including Ionic Balance calculations.
* Improved the CI/CD pipeline to automate the publishing process of the mobile application using Bitrise and Fastlane.

**PERSONAL PROJECTS**

* [**Futsoccer Mobile App**](https://github.com/Ashaba/futsoccer)**:** Reservation and payment application for Android(Spring Boot, Java, REST API, Android).
* **Memory Game:** Game to memorize a grid of letters and numbers (Python).

**EDUCATION**

B.S. Software Engineering | Makerere University, Kampala, Uganda | 2012-2016

**CERTIFICATES**

* AI Programming in Python, Udacity, 04/2020
* Intermediate Machine Learning, Kaggle, 10/2019

**PUBLICATIONS**  
  
[Automating development workflow with git hooks](https://medium.com/the-andela-way/git-hooks-beautifully-automate-tasks-stages-bfb29f42fea1)