

NOEL K. NYAKUNDI

SOFTWARE ENGINEER | COMPUTER SCIENCE STUDENT

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PROFESSIONAL SUMMARY

Computer Science student and software engineer with hands-on experience building and securing full-stack systems, validating production releases, and supporting live broadcast/streaming infrastructure. Combines product ownership with QA, accessibility, real-time systems, and media-production experience.

EDUCATION

Minnesota State University, Mankato

Bachelor of Science in Computer Science

Mankato, MN

Expected August 2028

ENGINEERING EXPERIENCE

Barazia

May 2026 – Present

Founder & Software Engineer | Social collaboration platform for builders

- Architected and built a full-stack platform for discovering collaborators, posting asks and projects, coordinating meetups, and forming local networks.
- Secured the Supabase/PostgreSQL backend across 40 writable tables, auditing 72 INSERT/UPDATE RPC paths and enforcing authorization plus system-wide content safety against obfuscated input.
- Built production release verification with GitHub Actions and Cloudflare using staged canaries, fault-injection drills, immutable release evidence, and strict provider-mutation controls.
- Improved core discovery surfaces with skeleton states, request-race protection, data-arrival transitions, and layout-shift reduction.

Minnesota State University, Mankato

November 2025 – Present

Broadcast Assistant | Broadcast & Streaming Team

Mankato, MN

- Configure, integrate, and troubleshoot live broadcast and streaming systems, including video/audio signal paths, device connectivity, and network-dependent production workflows.
- Engineer and validate end-to-end production setups; research hardware, software, and workflow improvements to strengthen reliability, quality, and repeatability.
- Edit and color-grade video, perform technical quality-control checks, and prepare media for broadcast and streaming delivery.

Moringa School

May 2024 – Aug 2024

Software Engineering Intern

- Built and deployed a full-stack moving-services application with React, Node.js, and MongoDB, improving the booking flow and overall user experience.
- Maintained client-server infrastructure, helping sustain 99% uptime; mentored 3+ project groups through code reviews, Git workflows, debugging, and agile development practices.

PROJECT & LEADERSHIP EXPERIENCE

BT Towne

August 2026 – Present

QA Lead | Minnesota State University capstone | Accessible multiplayer web experience

- Lead QA strategy for accessibility, performance, AI behavior, and real-time multiplayer/voice systems, defining test coverage, release blockers, and fix verification.
- Coordinate BT Speak Pro hardware testing for Braille input accuracy, text-to-speech clarity, navigation, responsiveness, error feedback, latency, synchronization, and failure recovery.

TECHNICAL SKILLS

Languages: JavaScript, Python, C#, C++, HTML/CSS

Frameworks / Data: React, Node.js, Supabase, PostgreSQL, MongoDB, SQLite

Cloud / DevOps: Git, GitHub Actions, Cloudflare, Vercel, Backblaze B2

Testing / Systems: Accessibility testing, performance testing, real-time systems, fault injection, release verification, broadcast/streaming systems

Media: Live production workflows, video editing, color grading, technical quality control

Languages Spoken: English (Native), Swahili (Native)