

RYAN KEVIN KARERA

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Profile

Software engineering student at the Adventist University of Central Africa. Experienced in full-stack development with JavaScript, Java, and Python, with a strong interest in building practical, well-designed software. Indie game developer in my spare time, exploring game development as a creative outlet and a way to broaden my technical skills.

Experience

The Gym

Nov 2025 – Nov 2026

Software Development Trainee

Kigali, Rwanda

- Developed **full-stack web applications**, using **Typescript**, **React.js**, **Node.js**, **Nest.js**, and **Tailwind CSS**.
- Applied agile methodologies, **TDD**, **CI/CD**, and code review best practices.
- Collaborated on real-world projects in a team-based development environment.
- Strengthened problem-solving, communication, and version control skills.
- Improved time-management, writing and presentation skills.

Education

Adventist University of Central Africa

Expected Graduation: 2027

Bachelor of Software Engineering

Kigali, Rwanda

- Courses: Data Structures and Algorithms, Software Design Principles, Database Management Systems, Web Development, Mobile Application Development, Software Testing and Quality Assurance, Computer Networks, Operating Systems

Ecole Francophone Antoine de Saint-Exupéry

2018 – 2021

High School Diploma

Kigali, Rwanda

- Graduated with a General **Bacalaureate** with mention **Bien** (Good)
- Developed multiple small games and prototypes using the **Godot** game engine. mafupa.itch.io

Projects

MtoM Chronology Website | *Blog Post*

React.js | **Node.js** | **MongoDB**

- Developed and deployed a full-stack web application that maps out the chronology of your favorite titles.

Tabiya Taxonomy Data Visualizer Website | *Blog Post*

Node.js | **Sigma.js**

- Developed an intuitive frontend to visualize Tabiya's taxonomy data using **Sigma.js** for graph rendering and **Node.js** for backend data processing.

Mafuno Website | *Blog Post*

Node.js | **WebSockets**

- Developed an online real-time multiplayer card game using **Node.js** and **WebSockets**.

Technical Skills

Programming Languages: Typescript/Javascript, Python, Java, C, C++

Databases: PostgreSQL, MySQL, MongoDB, SQLite

Developer Tools: AWS, Postman, Github, Docker, Hoppscotch

Libraries/Frameworks: NodeJS, Spring Boot, ReactJS, PostgreSQL, NextJS

General Tools: OBS Studio, Shotcut, GIMP, Inkscape

Certifications

Internet Society Learning Networking Operations (NETOPS I)

Cisco Networking Academy Networking Essentials