

Vallery Otieno

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SUMMARY

I'm a Software Engineer focused on building efficient, scalable, and user-centered solutions. With expertise in different programming languages and frameworks, I develop solutions that combine strong architecture, high performance, and intuitive user experience design. I believe great technology is not just functional...it's usable, accessible, and thoughtfully crafted. I thrive in collaborative environments, adapt quickly to new challenges, and aim to deliver products that drive innovation and real business impact.

PROFESSIONAL EXPERIENCE

STEAM EduTrainer

01/2023 – 08/2025

Little Eintein's East Africa

Nairobi, Kenya

- Developed STEAM curricula and lesson plans with a team of four, integrating coding, robotics, and hands-on science activities.
- Led engaging STEAM sessions for children, applying instructional design and leadership skills to spark curiosity and problem-solving.
- Adapted teaching strategies to diverse learning styles, providing personalized support and demonstrating strong communication skills.

Information Technology Intern

01/2023 – 05/2023

United States International University, Africa

Nairobi, Kenya

- Assisted in troubleshooting technical and operational issues, promptly resolving hardware and software challenges.
- Supported hardware and software setup across departments to ensure optimal functionality.
- Maintained and supported institutional computer servers, networks, and website, ensuring reliability, security, and uptime.
- Documented IT processes, procedures, and troubleshooting guides, enriching the knowledge base and improving resolution efficiency.

EDUCATION

Bachelor of Science in Computer Science

05/2019 – 10/2023

The Catholic University Of Eastern Africa

Nairobi, Kenya

SKILLS

Programming Languages — Javascript | HTML/CSS | Python | SQL

Backend Development & Infrastructure — RESTful APIs | CI/CD pipelines | Docker | Jenkins | AWS

UX Skills — Product Strategy | User Research | Usability Testing | User Flows | Wireframing | Prototyping

Tools — Figma | Notion | Adobe XD | Framer

PROJECTS

Python Orders APP

This is a backend service built with Flask, providing a REST API for managing customers and orders. It includes google OpenID Connect authentication, unit tests with coverage, Docker support, and a GitLab CI/CD pipeline.

Blooms.Co

This is a product design project for a mobile app that allows users to browse, customize, and order flower bouquets quickly and effortlessly for different occasions.