Baranaba Mugabane

https://github.com/bashybaranaba | bashybaranaba@gmail.com |+254791711341

SKILLS

LANGUAGES

•Python •TypeScript • JavaScript
•C++ • R • Solidity• Java • C#
•HTML • CSS

TOOLS AND FRAMEWORKS

• PyTorch • Scikit-learn •Pandas
•NumPy • React • Next js
•Material UI • Tailwind • Figma
•Node js • Nest js
•MongoDB • Firebase• PostgreSQL
• AWS • Google Cloud • Vercel

EDUCATION

TAMPERE UNIVERSITY

M.Soc.Sc Artificial Intelligence for Sustainable Societies
2024 - 2026

STRATHMORE UNIVERSITY

BSc Informatics and Computer Science
2020 - 2024
First-Class Honors (A)

ADDITIONAL TRAINING

TALLINN UNIVERSITY

ESTDEV DIGITAL EXPLORERS
Interaction Design and Web Programming
March 2024 - July 2024

BRNO UNIVERSITY | CZECH

Brno International Summer School in Information Technology
Machine Learning
July 2023
Grade: A

AWARDS

Dean's List, Academic Excellence | Strathmore University

EthGlobal Finalist | Open Agents 2026

EthGlobal Finalist | Superhack 2024

Winner | EthSafari Hackathon 2023

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEER | Eden Labs

January 2025 - March 2026 | Remote, CA, United States

- Built infrastructure for autonomous generative AI agents, including backend services and smart contract coordination logic.

SOFTWARE DEVELOPER | Center for Educational Technology

March 2024 - January 2025 | Tallinn, Estonia

- Developed software solutions that leverage Large Language Models to enhance educational experiences, grounded in pedagogical research. Piloted in Tallinn University in Estonia and Krems University in Austria

SOFTWARE ENGINEERING INTERN | Ilab Africa Center

January 2023 - April 2023 | Nairobi, Kenya

- Contributed to the development of a period tracking mobile application that was a partnership project between Ilab and UNICEF using React for the admin module and React Native for the mobile application.

RESEARCH ASSISTANT | Strathmore Research and Consultancy Centre

January 2023 – April 2023 | Nairobi, Kenya

- Developed a machine learning model for the prediction of Glycaemic Index for traditional locally available Kenyan foods in a mHealth research initiative funded by the National Research Fund under Strathmore University.

PROJECTS

AGENT COMMONS | AI agent framework

- Built AI agent infrastructure supporting private local inference with open-weight LLMs, multi-agent execution, tool use, and cloud continuity for persistent workloads.

PROVENANCE KIT | Digital Content Provenance Infrastructure

- Built a toolkit for creators and platforms to record and communicate how AI-assisted content is created, enabling verifiable provenance, transparent attribution, and programmable rights management.

FEEDBACK GAMES | Video games for the Visually impaired (Mozilla Open Leaders 2018)

- Developed accessible mobile games using Unity and C# tailored for visually impaired users with intuitive audio cues to guide players through gameplay.

VOLUNTEERING

LATITUDE 59 - ESTONIA | Sustainability team - May 2024

Latitude59 is a startup and tech event of the world's first digital society.

TWIN BIRDS ACADEMY | Volunteer Teacher & Teaching Assistant

February 2021 - April 2021

EXTRACURRICULAR

STRATHMORE BUSINESS CLUB | Tech Director

November 2021 - November 2023