Kencollin Njuki.

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ML, Software & Systems Engineer

SUMMARY

Adaptable Systems and Software Engineer with a strong background in building resilient backend architectures, test pipelines, and high-availability digital solutions. Experienced in driving national edtech initiatives within the Ministry of Education, specifically engineering reliability and executing rigorous QA for critical frameworks like the Digital Literacy Programme, CBA, and KEMIS. Combines technical expertise in performance optimization with excellent stakeholder alignment to deliver secure, scalable, and compliant public-sector technology.

EXPERIENCE

Sep 2025 - Oct 2026

ICT Officer

Ministry of Education

- Official Correspondence & Email Management: Drafted official emails, memos, and administrative communications, managing routine inquiries and responding on behalf of the office to maintain professional stakeholder relations.
- E-Learning & Content Support: Developed e-learning materials and digital content aligned with official schemes of work to support syllabus delivery across local schools.
- Teacher Training & Classroom Support: Facilitated hands-on digital literacy training for teaching staff, coaching them on the integration of ICT tools, assessment methods, and digital devices into daily lessons.
- Digital Literacy Programme (DLP) Implementation: Supported the rollout and ongoing management of national digital literacy initiatives across targeted educational institutions.
- Technical Maintenance & First-Line Support: Delivered prompt hardware and software troubleshooting, routine maintenance, and first-line support for school ICT infrastructure.
- Policy Support & Educational Innovation: Partnered with administrative staff to draft school policies and created innovative ICT solutions to enhance technology adoption in classroom instruction.

Mar 2026 - Jun 2026

ML Engineer

AfterQuery

- Created realistic and highly technical problem sets around LLM inference optimization, GPU kernel design and systems performance engineering.
- Designed and developed detailed technical reference solutions and definitive benchmarks for advanced systems problems.
- Assessed and rated the performance of models in complex system engineering problems.
- Built practical experience in optimizing inference with GPUs, quantizing models, and serving models with vLLM, TensorRT-LLM, and SGLang.
- Developed and evaluated evaluation tracks for distributed inference for various paradigms such as tensor parallelism, expert parallelism, continuous batching

and KV-cache optimisation and compared to alternative architectures such as Mamba and Mamba2.

Jun 2023 - Apr 2024

Expert AI Model Trainer and Evaluator

Populii AI Remote

- Wrote prompts related to computer science, coding, and data science.
- Developed scientific prompts for physics and chemistry subjects.
- Evaluated AI model performance for accuracy, bias, and efficiency.
- Conducted evaluations and fine-tuning of AI models to improve performance.
- Collaborated with cross-functional teams to refine model training processes.
- Engaged in model jailbreaking to ensure that it operates within the defines ethics.

Nov 2022 - Jan 2024

Prompt Engineer

Outlier (Formerly Remotasks) Remote

- Involved in AI jailbreaking for different domains to ensure ethical performance.
- Expert in debugging and refining machine learning models based on user feedback and performance metrics.
- Innovative Prompt Engineer with a passion for generating high-quality AI-driven content.
- Skilled in designing and refining prompts to optimize natural language processing models.
- Experience collaborating with cross-functional teams to enhance AI systems' usability and performance.
- Strong understanding of machine learning principles and their application in prompt engineering.

Jun 2021 - Aug 2023

Machine Learning Engineer

InfoWay Solutions Remote US

- Developed and deployed machine learning models for real-world applications.
- Conducted data analysis and feature engineering to optimize model performance.
- Collaborated with cross-functional teams to design and implement machine learning solutions.
- Wrote C/C++, python, and web-based programming projects.

Jan 2021 - Aug 2021

Network Engineer

County Government of Kirinyaga

- Led strategic ICT initiatives to enhance digital infrastructure and foster county technology partnerships, driving innovation in the Computer Science sector.
- Coordinated cross-border ICT projects and facilitated collaboration between government agencies and private tech firms to promote technological advancement.
- Advised on policy development and implementation related to information and communication technologies, ensuring alignment with global standards and best practices.
- Represented national interests in county ICT forums, negotiating agreements that support sustainable digital growth and cybersecurity.
- Took part in managing comprehensive ICT programs, overseeing budget allocation, resource planning, and stakeholder engagement to achieve project objectives.
- Performed software quality assurance on county-deployed software contracts.

EDUCATION

Sep 2024 - Present
Master of science in Financial Engineering
WorldQuant University Remote (USA)

2016 - Nov 2022
Bachelor of Science in Software Engineering
Murang'a University of Science and Technology Kenya
GPA 3.5

SKILLS

Python & Rust | Agile Development Methods | Prompt Engineering | SFT Data Work | Executive Email Management | Office Administration & Bureaucratic Etiquette | Email Client Administration | Written Communication | Stakeholder Correspondence

PROJECTS

- Developed a real-time automatic number plate recognition system in Python, TensorFlow and easy OCR for a private contractor.
- Developed a house prediction system using linear regression for real estate company.
- Designed and built WigoSend, an integrated mail management system replacing fragmented, free email accounts and unmonitored messaging with centralized, domain-based professional email infrastructure.

CERTIFICATIONS & COURSES

- Calculus for machine learning from Coursera
- Supervised Machine Learning: Regression and Classification
- IBM Design Thinking