



KONDWANI JASI

**INDUSTRIAL ENGINEER &
COMPUTER AIDED
DESIGNER**

CONTACTS

MUBAS, CHICHIRI, BLANTYRE,
MALAWI

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Kondwanijasi@gmail.com

ACADEMIC QUALIFICATIONS

Bachelor of Industrial Engineering ()
January 2018 – 2023

**Malawi University of Business and
Applied Sciences**

Data Visualization and Cartography
(DVAC)

December 2020

**African Drone and Data
Academy(ADDA)**

Remote Piloted Aircraft Technology
(Design and Simulations)

October 2020

**African Drone and Data
Academy(ADDA)**

Malawi School Certificate of
Education

Technical Design classes all along
January 2012 – July 2016

Malosa Secondary School

PERSONAL SUMMARY

Experienced technical designer since 2016, proficient in Hand design and CAD software. Began XR app development in 2021, focusing on immersive VR and AR experiences. Skilled in Vuforia, Maya, Unity, and Figma. Passionate about delivering high-quality, interactive, and immersive XR experiences.

LANGUAGES

- English
- Chichewa

HOBBIES

- 3D Printing and laser cutting
- Sketching and Drawing
- 3D Model Making
- Photography
- Programming
- DIY Projects
- Exploring Virtual Reality (VR) and Augmented reality (AR)
- Reading books and Listening to music

OBJECTIVE

Fellowship, gaining technical and entrepreneurial expertise to advance my career in the creative industry.

DESIGN EXPERIENCE

THE POLYTECHNIC, DESIGN STUDIO

COVID-19 POLYTECHNIC TASKFORCE (APRIL 2020 – JULY 2020)

- Designing (2D and 3D models)
- Programming (User interfaces and Microcontrollers)

RICE360 2021 & 2022 INTERNSHIP (MUBAS DESIGN STUDIO)

- 2D/3D Computer Aided Designing
- Model performance and fluid flow simulations
- Electronic Circuit design, simulation , printing and soldering
- CNC machines operation (3D printer, Laser cutter and CNC Milling machine
- Microcontroller programming including Arduino and Raspberry Pi

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SKILLS

TECHNICAL SKILLS

- Proficient in Computer-Aided Designing, Simulation, Animation, and Drafting (both 2D and 3D), utilizing software such as Autodesk Fusion360, Autodesk Maya, Autodesk CFD, Unity, Solidworks, FreeCAD, Inkscape, and AutoCAD.
- Proficient in precise hand-drawing techniques for technical illustrations
- Computer Programming in Java, Python, C++, Arduino C and C
- Experience with Extended Reality (XR) ,Both VR and AR development platforms, such as Unreal Engine and Unity.
- Familiarity with version control systems like Git.

SOFT SKILLS

- Creative
- Time management
- Technical analysis skills
- Adaptability
- Team player
- Attention to detail
- Strong visualizer
- Creative flair
- Problem solver
- Active listener

TRAINING AND DEVELOPMENT

Successfully completed specialized training in Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) technologies through active participation in the Ludenso Create Hackathons (XR and Design) and the prestigious NIMECHE Design Competition. Also participated in the Spark Fellowship XR program by Africacomicaide.

ACHIEVEMENTS

PROJECTS

DESIGN AND MANUFACTURING PROJECTS

- BioMedical Devices
 - The Polytechnic portable ventilator (2020 – ongoing)
 - Movwill – Elbow and Knee Aid Mechanical Brace (2021)
 - UV – Disinfection chamber (2021)
 - Portable Solar Cooler Project (March 2020 – Ongoing)
 - Polytechnic Covid-19 Response Projects (April 2020 – July 2020)
 - Medical Syringe Pump (2022)
 - Cardiopulmonary Resuscitation (CPR) training kit (2022)
 - Oxygen Analyzer (2022)
 - Patient Monitoring system (2022)
 - Medical Drip monitor and Controller (2022)
- Design and Animation
 - Geoserve Engineering group works
 - Beer Tanks positioning illustration (2022)
 - Beer Tanks installation animations (2022)
 - Pharamanova Malawi(CAD – 2020,2021, 2022)
 - Knitwear Industries (Computer Aided Designs – 2022)

EXTENDED REALITY PROJECT

- UbuntuFit (2024-2025 - Ongoing)
 - VR and AR Fitness App
- XRCurator (2024-2025 - Ongoing)
 - 2D and 3D model Viewer
 - VR & AR -CAD
 - XR animation and Simulation
- HOFT Developers XR Program (2022)

REFEREES

Will Moyo:

- Rice 360° Institute for Global Health | Rice University
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- Email: willmoyo@stanford.edu
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