CAREER PROFILE

Software Engineer with over a decade of independent practice, having written code since 2014. I design, develop, and maintain software solutions across the full stack — from cloud infrastructure and backend systems to web applications and open-source tooling. I work independently, taking on contracts where I can apply deep expertise in systems design, the SDLC, and cloud-native architecture to build reliable, production-grade software.



John Swana

Software Engineer | SDLC, DBMS, Networking

johnswana49@gmail.com (mailto:johnswana49@gmail.com)

260 97 864 3478 (tel:260 97 864 3478)

Central Africa Time ()

swana.dev (http://swana.dev)

john-swana (https://linkedin.com/in/john-swana)

john-swana (http://github.com/john-swana)

@john_swana (https://twitter.com/@john_swana)

EDUCATION

BSc in Software Engineering — 2022 - 2025

Zambia University College of Technology

I'm pursuing a Bachelor's in Software Engineering at the Ndola Campus' ICT Center of Excellence, where coursework focuses on applying software concepts to solve real-world engineering challenges.

ECZ School Certificate Examination — 2015 - 2019

David Livingstone Secondary School

I obtained a school certificate at secondary education level at David Livingstone secondary school.

EXPERIENCES

Independent Software Engineer — 2014 - Present

Self-employed

I work independently, taking on software contracts across a range of domains. All client engagements are covered by non-disclosure agreements, but the scope of work has included full-stack web development, backend API design, and cloud infrastructure.

LANGUAGES

English (Professional)

Luvale (Native)

- Designed and delivered production backend systems in Go and Node.js
- Built and maintained cloud-native infrastructure on GCP, AWS, and Azure
- Implemented CI/CD pipelines and container-based deployment workflows

Bemba (Novice)

INTERESTS

Off-roading

Photography — the Zambezi & Livingstone

Wildlife — Mukuni Big 5 & feeding crocodiles

Game development

Open source software

PROJECTS

The majority of my professional work is covered by non-disclosure agreements and cannot be shared publicly. The project listed below is the exception — an open-source work I can speak to freely.

Craters (https://github.com/john-swana/craters) - A modular JavaScript framework reimplemented in TypeScript for rapid HTML5 game development. Provides a clean, composable API for building browser-based games with entities, components, and scenes.

SKILLS & PROFICIENCY

JavaScript (Programming Language)

Go (Programming Language)

Shell Scripting

Operating System Administration

Software Development Life Cycle (SDLC)

Web Development and Design

System Analysis and Design

Software Development Project Management

Data Communications and Networking

Database Management

[redacted]

Technical Writing and Communication

[redacted]

Dart (Programming Language)

[redacted]

C (Programming Language)

[redacted]