

Mitchell Kabenda

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Objective

Currently pursuing a second BS in Computer Engineering, I am seeking to leverage my skills in problem-solving, quantitative analysis, high-level systems design, solution design, and project management. My experience includes collaboration, independent work, risk assessment, programming, troubleshooting, and the ability to present findings effectively to stakeholders.

Education

Iowa State University

Bachelor of Science, Computer Engineering

- Relevant Courses: Entrepreneurial Product Engineering, Introduction to Systems Engineering and Analysis

Anticipated: May 2027

University of Iowa

Bachelor of Science, Global Health Studies

May 2021
Iowa City, Iowa

Professional Certificates

Meta Blueprint; Back End Developer Certification | Meta Technologies

February 2024

Meta Blueprint; Front End Developer Certification | Meta Technologies

May 2023

Google Foundations of User Experience (UX) Design | Google Inc

January 2023

Relevant Professional Experience

Wellmark

Incoming Product Manager

May 2025 - August 2025

Behavioral Health Technology

Youth Advisor

September - Current

- Co-author blog posts for BehavioralHealthTech.com, enhancing communication and writing skills to **engage a 20K subscriber base** on youth mental health.
- Provide actionable feedback post-conference, utilizing critical analysis to improve event effectiveness and participant satisfaction.

Neolth

Digital Mental Health Ambassador

June 2024 - Current

- Collaborated with key stakeholders, including Neolth's CEO, a former NBA player, youth advisors, and the New Mexico Department of Health, to create strategies for educating and supporting adolescents, resulting in increased engagement with the series.

Digital Mental Health Intern / Global Student Innovation Challenge

March 2024 - May 2024

Above and Beyond Award Winner | Stress Management Tool

- Executed UX design and front-end development for a web application targeting college students, enhancing stress management outcomes and user experience.
- Independently **designed and developed wireframes, mockups, and prototypes using Figma and React.js**, focusing on functionality.
- **Developed project milestones and actionable steps** to stay on track, utilizing project management skills to ensure timely completion and successful outcomes.

Volunteer Experience

Techstars

2024

October 2023 - February

Marketing & Promotions Lead

- Led targeted social media marketing strategy & campaigns via LinkedIn, X, Instagram.
- Managed ecosystem growth via newsletter maintenance, communicating with **>1000 subscribers & 500 strategic stakeholders**.
- Communicated marketing materials with strategic partnerships with: Des Moines Business Record, Greater Des Moines Partnership, One Million Cups, Innovation Iowa, & University of Iowa JPEC.
- Engaged acquisition channels & yielded **~100 orders w/ 100+ ticket resulting > \$1k in ticket revenue**

Projects

Techstars Startup Weekend Iowa City

July 2024

2nd place - UX/UI Design for AI-powered Mental Health Model for Healthy Dating

- **Led the ideation development** for an AI-powered dating app focused on improving emotional and mental health, with a goal to help users better manage relationships and well-being.
- **Developed a go-to-market strategy**, aiming to improve market positioning and attract early adopters.

Techstars Startup Weekend Iowa City

June 2023

3rd Place - UI/UX Design for AI-powered Mental Health Model for Youth Mental Health

- Created a user-friendly interface for an AI-powered mental health model for youth mental health, with a goal to improve adolescent engagement and interaction.
- Applied user-centered design principles to develop **UI design, wireframes, and prototype**, focusing on accessibility and ease of use.

Honors and Awards

Behavioral Health Technology Young Innovator Award '24

November 2024

(Issued by Behavioral Health Tech, Hopelab, Pivotal Ventures, Resonance Philanthropies, and Manat)

SKILLS: Intermediate Languages: Python, Javascript, Java, C **Libraries/Frameworks:** React.js, Bootstrap **Version Control:** Git, GitHub, VS Code **UX/UI:** Figma, Wireframes, UX/UI Design, UX Research, User Testing, **Additional Skills:** HTML, CSS