

ASITHANDILE LUDONGA

PROFILE

I am a junior software developer with a strong drive for continuous learning and growth. Skilled in building reliable, user-focused applications and collaborating effectively within diverse teams. Adaptable, curious, and focused on writing clean, efficient code to solve real-world problems.

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📍 Johannesburg, Gauteng

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WORK EXPERIENCE

Teacher's assistant

July 2020 – October 2020 | Butterworth, Eastern Cape

- Provided tutoring support to matric students in Mathematics
- Designed and administered assessments to evaluate student progress
- Graded scripts and provided constructive feedback to enhance learning outcomes.

EDUCATION

Bachelor of Science in Computer Science

June 2025 | Johannesburg, Gauteng

University of the Witwatersrand

- Computer Science and Computational Applications

Grade 12 (Science Stream)

November 2019 | Butterworth, Eastern Cape

Pakamani Senior Secondary School

- Graduated with 5 distinctions and an 80% average

SKILLS

- Technical Skills**
 - Languages:** Python, Java, C++
 - Web:** JavaScript, HTML5, CSS3, React, Node.js, Express
 - Databases:** MongoDB, MySQL
 - Tools:** Git, VS Code, Postman, Figma
- Soft Skills**
 - Analytical thinking
 - Teamwork and Collaboration
 - Attention to detail

PROJECTS

3D Game Demonstration – Computer Graphics

Three.js, JavaScript, HTML, CSS | Group Project | 2024

- Developed an interactive 3D game using Three.js to demonstrate key principles in computer graphics such as real-time rendering, lighting, camera controls, and object transformations.
- Designed a responsive game environment using custom shaders, textures, and animation techniques.

Flex Work– Remote Job Search Platform

JavaScript, HTML, CSS, RESTful API(Jobicy) | Personal Project | 2025

- Developed a web application that allows users to search, sort, and filter remote job listings across various categories.
- Integrated the Jobicy REST API to dynamically fetch and display real-time job data.
- Implemented responsive design, intuitive UI/UX, and efficient DOM manipulation for a seamless user experience.

Pixel Draft – Browser-Based Drawing Application

JavaScript, HTML, CSS, HTML5 Canvas | Personal Project | 2025

- An interactive web-based drawing tool using the HTML5 Canvas API for shape rendering and freeform sketching.

- Implemented multiple drawing tools (Square, Heart, Curve, Circle, Erase) and a dynamic color selector with preset options.
- Designed a responsive UI with real-time user input handling and a clean, intuitive control panel for tool and color choices.

CERTIFICATES

Game Development with JavaScript

Responsive Web Design

JavaScript

React (In progress)

LANGUAGES

English (Fluent)

IsiXhosa (Native)

INTERESTS

Cyber Security

Cloud Computing

Chess