# Awonke Nomandondo

Qumbu,5180 | 0789751929 | nomandodo.awonke@outlook.com | LinkedIn | GitHub

## Education

**Sol Plaatje University** – *BSc Data Science*                    *Febr 2022-present*
GPA:86%
**Course work:** Data Structures and algorithm Analysis, Database systems, large scale data analysis and visualization (Machine Learning), Statistical Inference & Probability Theory.

**Leadership & Organization Involvement**: Part of Engineers Without Borders Team at Sol Plaatje University, Peer Educator (Student Leader), Mathematics tutor, Sub-Warden at Sol Plaatje University, Information Technology Tutor at Fika Uphile (NPO).

**Certificates**: Java OOP and Data structures, Sorting Algorithms in C, Web Scraping with Python, Analytics in SQL, and Python.

## Skills and Abilities

**Languages:** C++\ C, C# & Java, Python & R, Delphi & SQL, JavaScript.

**Tools and Technologies:** MySQL, TABLEAU, Git/GitHub, APIs, Visual Studio Code, Dash, React.js, Flask, Plotly, NetBeans & Eclipse.

## Experience

**WorldQuant University** – *Apprenticeship & Project Practitioner*          *Jan 2024-present*

**CODSOFT** – *Internship*                              *Jan 2024-present*

**Fika Uphile** – *Information Technology Tutor*                    *July 2022*
• Seasoned IT Tutor skilled in Delphi programming, adeptly instructing matric students in data structures, OOP, SQL, and problem-solving.

## Projects

**Movie world!** – *Python*                               *GitHub Repository*
*Full stack*
• A movie recommendation Web app using a tech stack comprising **React.js** for the frontend, **Flask** as the backend server.
• **Scikit-learn** for the recommendation engine, and **Plotly** for interactive data visualizations.
• This comprehensive solution offers an engaging user interface, efficient server-side processing, machine learning-based recommendations, and dynamic data visualization.

**Word Sculpt!** – *C#*                                 *GitHub Repository*
*Software Development*
• A word reconstruction game using a comprehensive text file containing 20,000 English words, incorporated adjustable difficulty settings, allowing players to choose the complexity of words they wish to reconstruct, thereby creating an enjoyable environment for honing spelling capabilities.

### Tic Tac Toe & AI! – *Java & Python*                    *GitHub Repository*
*Software Development*

- Developed a Tic Tac Toe Game using the netbeans IDE and allowing two users to play at a time and integrated a vibrant and user-friendly interface that adds an improved user experience using JavaX package.
- Developed a robust Tic Tac Toe AI leveraging the Minimax algorithm, showcasing advanced problem-solving and strategic thinking abilities. Implemented an optimal decision-making process, systematically evaluating all potential moves to ensure superior gameplay.

### Hangman Game! – *C++*                    *GitHub Repository*
*Software Engineering*

- Developed a Hangman game employing object-oriented programming principles to enhance code organization and modularity, also making future easy future code updates. Utilized classes to encapsulate game logic, file handling for word storage in a text file, and implemented input validation and dynamic screen displays.