Busisiwe Tshongozi

Junior Full Stack Developer

During the 6 month period of the **IT: Systems Development NQF 5** learnership programme at Shaper, **Busisiwe** and her team created a mobile application called **Eventiefy.**

Busisiwe's main responsibilities on the project were to integrate a RESTful API backend with a user-friendly client UI/UX, ensuring seamless navigation, and secure storage of data in a PostgreSQL database.

ABOUT ME

Location: Johannesburg
Education: Matric

APPLICATION & TOOL KNOWLEDGE

- HTML
- Tailwind CSS
- Git
- Spring Boot
- PostgreSQL
- Angular

SOFT SKILLS

Most Improved Skill:
Interpersonal Skill

- **3/5** Problem Solving
- **4/5** Interpersonal Skills
- **3/5** Leadership Skills
- **3/5** Team Player Skills
- **3/5** Communication

TECHNICAL SKILLS

Skill	Initial Assessment	Final Assessment
Overall Rating	1	3
Angular	1	3
Html & Css	1	4
Java Spring Boot	1	3
PostgreSQL	1	3
Git	1	3

■ Initial Assessment ■ Final Assessment
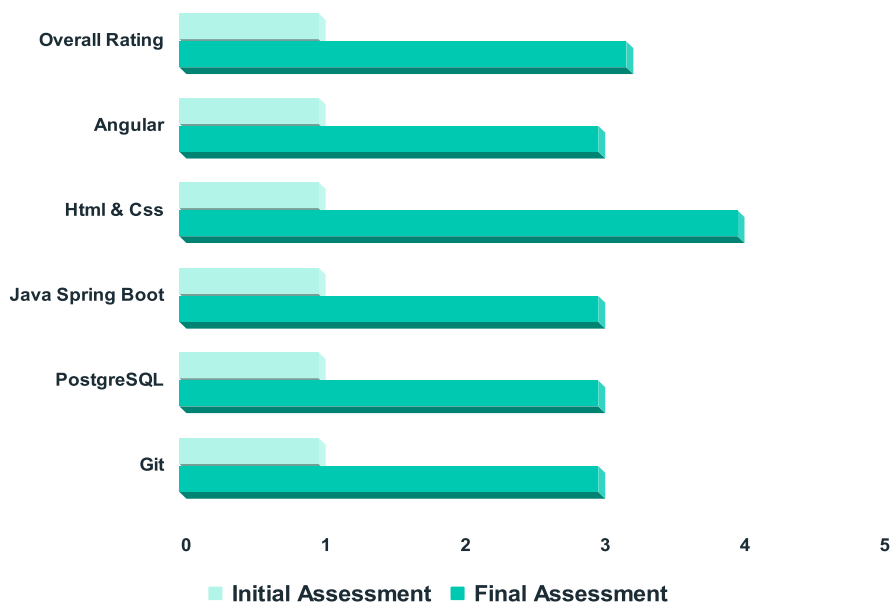
THE SHAPER REVIEW

She is dedicated to learning new skills and information, working tirelessly to complete assigned tasks, and closely tracking all progress to ensure that the team fulfils all requirements.

Dylan Knevitt
(CTO)

Melisha Moodley
(COO)

Eunéne Levine
(CEO)

Shaper

# Shaper

PROMO PACK

Eventiefy

PROBLEM STATEMENT

Gauteng, the smallest province, offers numerous attractions for newcomers, but Google and TikTok are unreliable for finding places, and you end up not knowing where to start and how. COVID-19 has made local events more personal, making it challenging for advertisers to attract attendees and make a profit.

THE SOLUTION

An app categorises user locations into nearby hotspots for events, parks, and clubs. Social media integration directs users to personalised events, celebrating Gauteng's cultural diversity through local festivals, heritage events, and township tours.
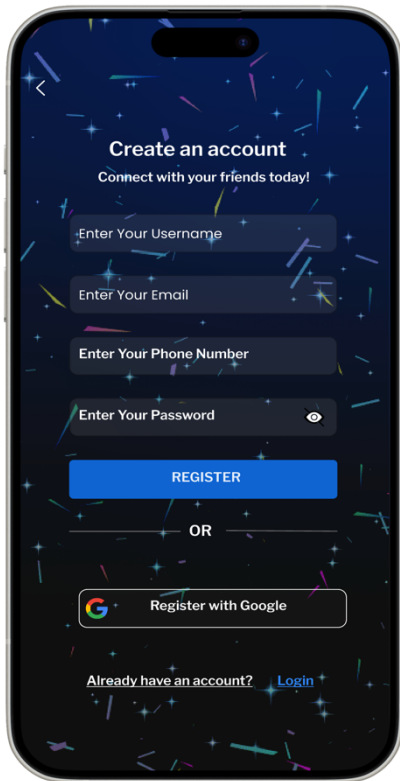
REGISTER PAGE

Once users have explored the app and wish to create an event, purchase a ticket, or personalise their event preferences, they will be redirected to the register page where they will create an account that will store their details. They will specify if they are entering the app as an attendee or organiser.
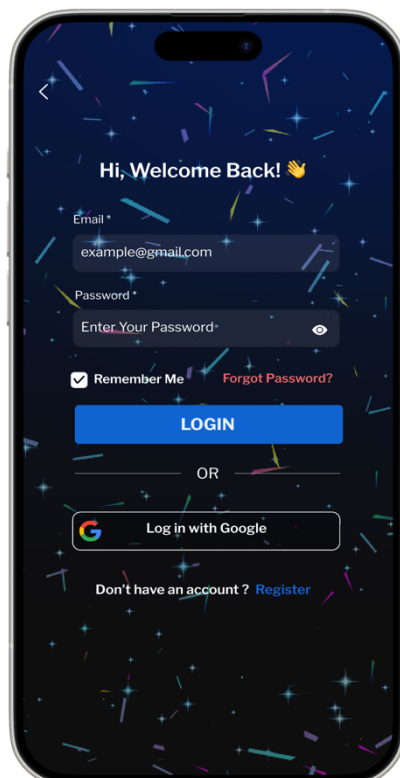
LOGIN PAGE

Once users have registered their details, they can go further and log in using the details that have been stored. They will be redirected to the home page where they can now personalise their preferences.
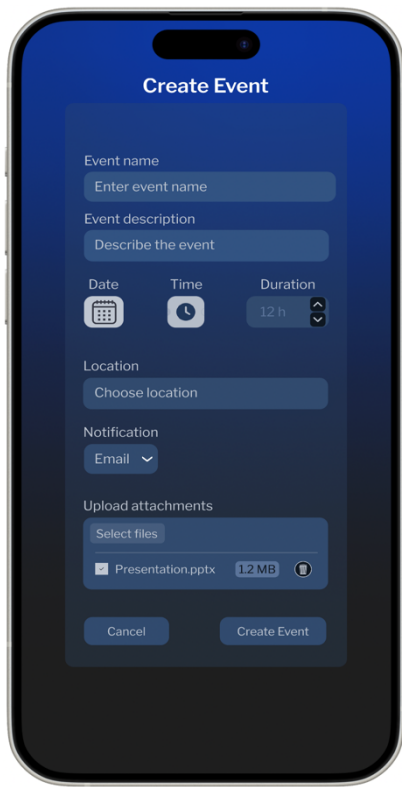
CREATE EVENT

If the user is logged in as an organiser they have the option to share events they are planning to host by creating the event and adding it for viewing for the attendees.
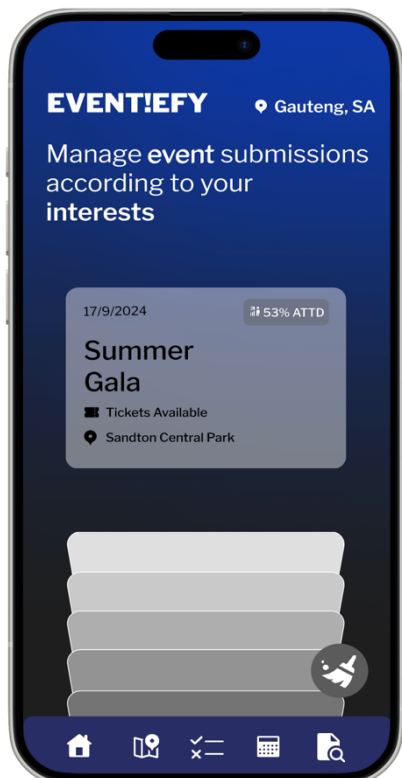

APPROVE EVENTS

An admin acts as the middleman between the organiser and the attendee. Once an organiser creates an event, the admin has to approve or reject the event created, before it is added on the homepage for the attendee to see.
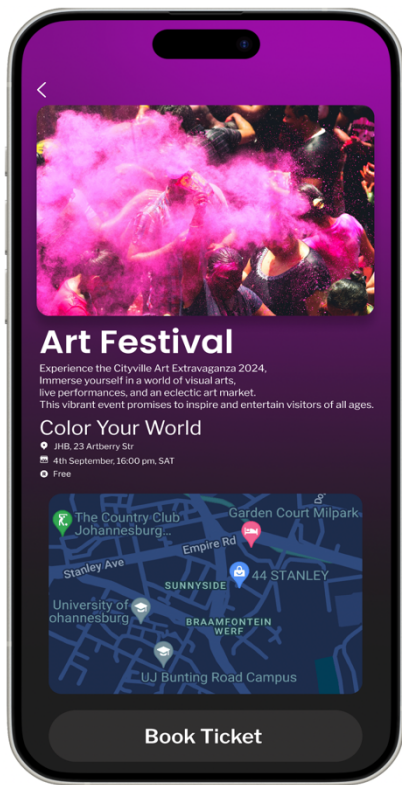
VIEW EVENT

Once an event is approved to be shared, users logged in as attendees can view the events and the details posted by the event organiser.
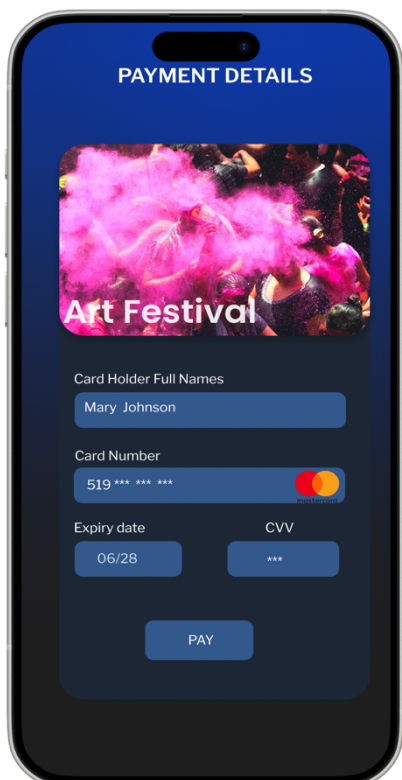
PURCHASE TICKET

Attendees who are interested in the event and wish to go can then purchase the tickets with various payment methods, to secure their ticket.