



Nina Erasmus

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Experience

Gendac Software Engineering (Pretoria) – UI/UX Developer

My role in the team is both UI/UX Design and Front-end Development for mobile and web applications. Our team designs and develops complex systems that rely on front-end intensive business logic for a renowned Financial Services Provider, specifically in the insurance sector. One of the most important things that my job has taught me is just how devastating and expensive technical debt can be. I also upgrade and maintain existing codebases and review other developers' UI implementations and code practices.

Development is done with the Angular framework with both JavaScript and TypeScript. Mobile development using Angular Ionic framework for IOS and Android. I have a lot of experience working with the respective app stores in order to upload and deploy the code base.

Designs and prototypes are mostly done using the Adobe Suite programs – specifically Photoshop, XD and Illustrator. In my role, I helped to set up and host a Design Thinking Workshop for our clients, which helped us discover what their clients' needs are, as well as brainstorm creative ways in order to meet these needs.

All development and designs take place in a SAFE Agile Scrum Framework. Years: January 2019 – Present

Toeka se Dae (Bela Bela) – Part Time Manager

Weekend and University holiday management of a restaurant. This included being a cashier, taking queue and helping out waiters when needed.

Years: April 2015 – January 2019

The Playhouse H.Q (JHB) – Executive Assistant

My job included: Helping out with planning, scripting and filming of multiple television shows which aired on ASTV (OVHD). Later on I worked as a cinematographer for some of the television shows.

I also ran a research project in conjunction with ITECH and the department of health where actors were trained and sent into rural clinics for data gathering.

Years: April 2014 – November 2014

The Playhouse (Potchefstroom) – Lecturer

CATHSSETA Accredited course. Was a lecturer in the acting techniques of: Stanislavsky, Meisner, Stella Adler, Utah Hagen and Lee Strasberg.

Years: June 2014 – September 2014

Applebees (New York) – Waitress

Served Tables

Years: August 2013 – January 2014

Birchwood Spur (Boksburg) – Waitress

Served Tables

Years: 2010 – 2011

Education

University of Pretoria

BACHELORS OF INFORMATION SCIENCE IN MULTIMEDIA (HONS)

JANUARY 2020 – PRESENT

My research was in the field of serious games. It was on debriefing using a digital escape room game (please see portfolio to download the game and article).

In addition I had modules such as: VR Environments, Multimedia Trends, Hypermedia and mark-up languages, Animation Theory and Practice (in progress) and Educational Software (upcoming).

University of Pretoria

BACHELORS OF INFORMATION SCIENCE IN MULTIMEDIA

JANUARY 2015 – PRESENT

I have learnt to:

- Do simple and advanced web development.

- Create games (Using unity and C#).
- Build UI and UX friendly interfaces as well as do user testing in this field.
- The importance of UX and best practices pertaining to them.
- Learnt to program in multiple languages and to teach myself new things.

New York Film Academy

DIPLOMA ACTING FOR FILM

2012 – 2013 (New York City)

In the techniques of Meisner, Stanislavsky, Adler, Hagen and Strasberg. Acting for film, IPA and more.

Colegio Espanol

BEGINNER AND INTERMEDIATE SPANISH COURSE.

(A1, A2, B1, B2)

Hoërskool Dr EG Jansen

MATRICULATED 2011

Skills

- ✓ 2 Years' and 11 months' experience in **Angular** development – using both Typescript and JavaScript.
- ✓ 2 Years' and 11 months' experience using **HTML**, **CSS** and **SASS**.
- ✓ 2 Years' and 11 months' experience in **IONIC** Mobile development, using **Angular**.
- ✓ 2 Years' and 11 months' experience working in an **Agile Scrum** environment.
- ✓ 2 Years' and 11 months' experience **designing** mobile and web applications using the following tools: **Adobe Photoshop**, **Illustrator** and **XD**.
- ✓ 2 Years' and 11 months' experience in **applying** **UX** principles, which include gathering requirements from both business and target audiences, creating

wireframes, creating both low and high fidelity prototypes and conducting user tests.

Achievements

Gendac Software Engineering

Partner Development Course – 2021

SAFE Training for Agile – 2020

High School

Deputy Head Girl – 2011

Head Mascot (“Dirigent”) – 2011

VLR (Leadership) 2007 – 2011

Hip Hop Dance Crew Captain– 2011

Primary School

Deputy Head Girl – 2006

Media Monitor – 2006