CURRICULUM VITAE

Ethan Vletter

BSc Computer Science Student · Junior Software Engineer

Experience

Currently I am a full-time student and have not been employed yet. This is my progress at university so far.

Presentation - Group-work in ALL121 (2022):

- Role: Team member
- Description: Collaboration on conceptualizing the design and presenting a mobile application.
- Highlights: Public speaking, group-work

Property viewing website - Website design in COS216 (2023):

- Role: Full-Stack Developer
- Description: Developed a functional property listing website similar to Property24 including account creation and verification, property listing and viewing, remembering user settings using browser cookies.
- Highlights: Public speaking, website creation, working under strict deadlines.

Movie rating website - Group-Project in COS221 (2024):

- Role: Team member
- Description: Developed a functional movie-rating website with a group of members including account creation, finding movies, and seeing reviews as well as having an option to leave a review, this website also gives movie recommendations using the phpMyAdmin data.
- Highlights: Public speaking, group-work, website creation, collaborative coding

Contact info

Portfolio: ethanvletter.co.za

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LinkedIn: linkedin.com/in/ethan-vletter

GitHub: github.com/EthanVletter

Skills

Java, C++, HTML, CSS, Javascript, PHP, MySQL, PHPMyAdmin, Git, Github, Blender

Other

Postman, DBMS systems, NodeJs, Python

(Experience with these technologies at a beginner level, with room for further development)

Education

Tertiary Education (2022 - Present):

University of Pretoria: BSc Computer Science

Secondary Education (2017 - 2021):

Hoërskool Jeugland: School in Kempton Park, Gauteng

Design patterns in C++ - Group-work in COS214 (2024):

- Role: Team member / Partner of 2
- Description: We created various projects to show the aspects of how design patterns can be used.
- Highlights: group-work, understanding design patterns, working under strict deadlines

City builder in C++ - Group-Project in COS284 (2024):

- Role: Team member
- Description: I was part of a seven-member team that created a fully playable terminal city building game in C++ focusing on using design patterns to complete various goals and making different functions and files collaborate with each other.
- Highlights: group-work, understanding design patterns, working under strict deadlines

Projects

Online portfolio:

- Description: I created a live website from scratch that has a more in-depth description of me and what I have done up to this point. This website will also show the projects I have been working on with a better showcase than Text on a Word document.
- Link: https://ethanvletter.co.za
- Highlights: website creation, self-initiated learning

Blender:

- Description: I believe that Blender is a powerful 3D modeling program. Although it does not have any relation to coding or Computer Science, I feel like it is worth mentioning that I have also taken an interest in the object modeling world. My current skills with Blender could also be classified as beginner.
- Highlights: Self-initiated learning

The Farmer was replaced:

- Description: The farmer was replaced is a Steam game where the goal is to use Python programming to solve certain puzzles in order to progress.
- Language used: Python
- Highlights: self-initiated learning