

## Ethan Vletter

BSc Computer Science Student · Junior Software Engineer

### Experience

I am a full-time student. Through my university coursework and personal projects, I have taken an interest in Full-Stack Development. This is my progress at university so far.

#### Capstone Project – Abusive Domain Reporting Bot (2025):

- Role: DevOps Engineer
- Description: B.R.A.D. (Bot to Report Abusive Domains) project, a cybersecurity web application that automates the analysis of potentially malicious URLs using containerized microservices. I managed the project's DevOps infrastructure, including Docker configuration, Git/GitHub workflows, and CI/CD setup.
- Highlights: Docker, DevOps automation, version control, security-focused development

#### MPDB Mini Project Database – Group Project (2025):

- Role: DevOps Engineer
- Description: Developed a NoSQL-inspired database system modeled after popular distributed databases. Responsible for managing Git and GitHub repositories, ensuring smooth version control, and contributing to frontend components.
- Highlights: DevOps practices, Git/GitHub management, collaborative development, database systems

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

- Role: Full-Stack Developer
- Description: Developed a functional movie-rating website with a group of members.
- Highlights: Public speaking, group-work, website creation, collaborative coding

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

- Role: Back-End Developer / Partner of 2
- Description: We created various projects to show the aspects of

### Contact info

**Portfolio:** [ethanvletter.co.za](https://ethanvletter.co.za)

**Email:** [ethan.vletter@gmail.com](mailto:ethan.vletter@gmail.com)

**Phone:** 061 404 0283

**LinkedIn:** [linkedin.com/in/ethan-vletter](https://linkedin.com/in/ethan-vletter)

**GitHub:** [github.com/EthanVletter](https://github.com/EthanVletter)

### Skills

Java, C++, HTML, CSS, Javascript, MySQL,  
Git, Github, Docker, Blender

### Other

Postman, DBMS systems, NodeJs, Python,  
PHP, PHPMyAdmin

(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

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: Back-End Developer
- 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.
- Highlights: group-work, understanding design patterns, working under strict deadlines

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

- Role: Full-Stack Developer
- Description: Developed a functional property listing website similar to Property24.
- Highlights: Public speaking, website creation, working under strict deadlines.

#### **Presentation - Group-work in ALL121 (2022):**

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

## **Personal 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, currently 50 hours usage time

**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