

KARABO SETHUN TSA

SOFTWARE DEVELOPER



I am an enthusiastic and detailed-oriented Junior Software Developer with a strong foundation in software engineering principles and hands-on experience in various programming languages including Python, Java, HTML and CSS among others. I recently graduated with a Diploma in Computer Systems Engineering, I am equipped with practical knowledge in web development database management, and software testing. I am adept at collaborating with cross-functional teams to deliver high quality solutions and continuously improve coding practices. I'm passionate about learning new technologies and contributing to innovative projects, with a proven ability to adapt and thrive in fast-paced environments.

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Experience

InvesthoodIT

Jan 2022 - Dec 2022

Junior Software Developer

1. I helped design and build web-based applications that were then integrated into a Learning Management System.
2. I did Technical Support, maintenance, trouble shooting in an end user computing environment.
3. Performed root cause analysis on production issues to prevent future outages.
4. I created and maintained tips and tricks for online database and website.
5. I developed a custom E-LEARNING solution.
6. I would then generate reports on work completed for a project, allowing for better organization and time management.



Education

Tshwane
University of
Technology

2018 - 2021

National Diploma: Computer Systems Engineering

A computer systems engineer develops, tests and evaluates software and personal computers by combining their knowledge of engineering, computer science, and math analysis. Contrary to

WeThinkCode

2023 - present

Dr. Johan Jurgens

High School

Jan 2012 - Dec 2016



Projects

InvesthoodIT

2022 - 2022

InvesthoodIT

2022 - 2022

Final Project For

TUT

2022 - 2022

popular belief, computer systems engineers do not merely engineer computer technology. Rather, they are expected to fully comprehend how that technology is used on a wider scale to suit both personal and professional requirements.

Software Engineering

National Senior Certificate

Hackathon Application

Hackathon App is a multifunctional application that combines hackathon and E-LEARNING. A Hackathon in the programming world can be defined an event in which a large number of people meet to engage in collaborative computer programming. Therefore this application enabled multiple people to collaborate and compete based on certain scenarios they were given. Meaning that certain problem solving questions would be posted on the app that needed solutions by means of programming and the users had to program the solution on an embedded online IDE that is integrated into the app. The application has an E-Learning tool that had trivias and quizzes etc. The web application was built using VS Code and XAMMP during development phase. And it was coded in HTML, CSS, and PHP.

Mobile Application

I built a mobile application for the web-based Hackathon application. This application executed all the functionalities of the web-based version applications. I used Flutter and Android Studio to build the application.

Alcohol Sensor And Alarm Project

I built a system that worked as an alcohol sensing system and a clock-in/out system for a workplace that would be interested in using it. A registered person would first need to put in their fingerprint onto the fingerprint sensor. The registered user's print would be checked onto the database for validity. If valid they would be then have to to blow onto an alcohol sensor. The reading would then be displayed onto an LCD screen. If the reading was below a set threshold, then the registered user would be permitted into the workplace. If the reading was above the threshold, then the registered user would be denied access to the building. A notification would be sent to the website that was built to administer the data.

Shape And Object Detector

I, together with my partner built a device that detected various objects and shapes which gave out the output as to what it detected, and that output was displayed on a screen by name. Technologies used on the project was a camera, LCD display, Raspberry Pi, and microcontroller. We programmed the Raspberry Pi in python for the project.

Other Info

Skills

Python
Java
C++
PHP
SQL
HTML & CSS
GIT

Interest

Coding
Reading
Football
Gaming

References

Mr J Dhlamini (InvesthoodIT) : 068
246 0562

Mr T Mohono (M.A.H Quest)
[Oracle Trainer] : 082 556 1420

Languages

English
IsiZulu
Afrikaans
Sesotho

Others

Integrity
Dependability
Effective communication
Open-mindedness
Teamwork
Creativity
Problem-solving
Critical thinking
Adaptability
Organization

Awards

1. Oracle OCI certification
2. Top 30 for academics [year end awards] : 18th (2012), 16th (2013) 22nd (2015)

