

HENARD GERTZEN

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♀ Secunda, Mpumalanga, South Africa

OBJECTIVE STATEMENT

Self-sufficient, enthusiastic worker, eager to learn and expand my skillset in the Software and Game Development sectors. Eager to apply my theoretical knowledge to real-world applications, aiming to influence innovative developments and learn practical applications.

EXPERIENCE

Computer Hardware Technician

Techish

📅 01/2020 – 04/2020 ♀ Secunda, Mpumalanga

- Did remote IT support for various clients, using technologies such as AnyDesk and TeamViewer.
- Repaired software and hardware errors in person and remotely.
- Maintain hardware including cleaning and upgrades.
- Did general administrative duties using MS Office suite.

Web Developer

DYOPTRI

📅 11/2017 – 01/2018 ♀ Secunda, Mpumalanga

- Help design and maintain webpages for clients using WordPress.
- Created landing pages, dashboards and E-Commerce pages using WordPress.
- Did general administrative duties using the MS Office suite.

EDUCATION

Bachelor of Sciences - Information Technology (BSc IT)

North-West University, Potchefstroom Campus

📅 2021 – 2024 ♀ Potchefstroom, North-West Overall Average: 64%

- Courses: Applications and Advanced User Interfaces ◦ Basic Mathematical Techniques ◦ Communication Skills ◦ Data Analytics II ◦ Data Structures and Algorithms ◦ Descriptive Statistics ◦ Discrete Mathematics ◦ Information Security ◦ Introduction to Business Management ◦ Introduction to Computing and Programming ◦ Introductory Statistical Inference I ◦ Object Oriented Programming ◦ Problem-solving for Managers ◦ Structured Programming ◦ System Analysis and Design ◦ System Analysis and Design II ◦ User Interface Programming I ◦ Advanced Databases ◦ Decision Support Systems ◦ Operating Systems ◦ Information Technology Developments

National Senior Certificate (NSC)

Hoërskool Oosterland

📅 2014 – 2018 ♀ Secunda, Mpumalanga Overall Average: 62%

- Subjects: Afrikaans ◦ English ◦ Mathematics ◦ Life Orientation ◦ Computer Applications Technology ◦ Engineering Graphics and Design ◦ Information Technology ◦ Physical Science
- Activities: Public speaking ◦ Debate ◦ Chess

PROJECTS

- **Cinema Point-of-Sale Application (C#):** Developed a Cinema Point-of-Sale App in C# that uses an SQL database, allowing users to buy seats and order snacks. Applied theoretical UI design with practical skills to create a responsive app.
- **Chat Application (Tauri, React.js):** Developed a Chat App where users can add and message each other after creating an account. The application made use of technologies such as React.js, Rust, and Google Firebase. Applied UI design skills with practical network programming skills
- **Share2Teach University Website (Next.js):** Developed a Website for the University of North-West Share2Teach platform as a final-year project, allowing users to sign up for a free account and upload documents that users can browse for. The application made use of JavaScript, HTML and CSS, and Next.js for front- and backend as a framework. We used Google Cloud Storage to store documents, MongoDB to handle meta-data and database storage and Azure as hosting. This project allowed me to develop my RESTful API skills as well as introduce me to hosting on Azure and CORS.
- **AirBNB Data Analysis program (Python):** Developed a Python program that added scraped AirBNB data from the City of Cape Town to a PostGres Database, I used PostGIS to allow me to do geographic calculations using coordinates. The output I generated using a Python program I wrote using the matplotlib library
- **2D Video Game (Unity, C#):** Developing a 2D video game called “Galaxus”, which is a bullet-hell single-player game. I am using the Unity Game Engine which uses C# primarily and got to grips with the 2D physics engine, sprite-creation, physics-based programming, and AI pathing.

SKILLS

C# ◦ C++ ◦ Java ◦ Python ◦ CSS ◦ SQL ◦ React.js ◦ Next.js ◦ TailwindCSS ◦ Unity Game Engine ◦ Unreal Game Engine

PASSIONS

Programming

I am passionate about advancing my understanding and exploring new solutions to challenges.

AI Ethics

Deeply interested in the ethical implications of AI and committed to developing responsible AI solutions.

Game Development

I am an avid gamer and developer, drawing inspiration from games to develop my own.

Front-End Development

I love designing UI for applications and learning new skills in front-end development.

LANGUAGES

English (Native – C5)
Afrikaans (Native – C5)
Dutch (A2)