IBRAHIM CHHAYA

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EDUCATION

Carnegie Mellon University
MSc Information Technology

Pittsburgh, USA
December 2024

University Of Johannesburg
BSc Hons Computer Science and Informatics

Johannesburg, South Africa
December 2022

- *Top Informatics Achiever every year, Top 5 Honours Project, Top 2 Third-Year Project and Best Website, Top Second-year Project*
- *Top 10 Hackathon Project in Gauteng NEMISA 2021*
- *NRF Scholarshop and Merit Bursary*

PROFESSIONAL EXPERIENCE

Business Systems Group
Software Developer

January 2023 -
August 2023

- Upskilled in all aspects of cross-functional software development
- Developed a medical aid/insurance comparison website from scratch, from design to deployment following Agile methodologies and a Test Driven Development practice
- Built microservice system architectures with Java and the SpringBoot framework for both REST and SOAP APIs
- Implemented web applications using React through Next.js and Angular
- Deployed applications on AWS and Azure
- Mentored and coordinated a group of software development interns to deliver an in-house prototype solution

University of Johannesburg
Assistant/Tutor

February 2021 -
December 2022

- Delivered practical tutorials on C++ and introductory computer science concepts
- Evaluated weekly-due practical VB.NET, HTML/CSS, C#, and C++ assignments, tests, and exams for undergraduate students
- Mentored second-year student Informatics project

Arachnid Design
Co-Founder and Lead Engineer

March 2014 -
December 2022

- Developed, designed, and maintained digital platforms for fashion and e-commerce start-ups, a private school, and a community police forum

The Gaming Report
Founder of one of the leading gaming media outlets in Africa

May 2013 -
November 2016

- Attracted over 100,000 monthly readers across digital channels
- Covered the world's largest video game events, including E3, Gamescom and the Tokyo Game Show, as well as local events rAge Expo and EGE SA
- Negotiated large advertisement deals with game distributors for EA, Activision, and Xbox

RESEARCH EXPERIENCE AND PROJECTS

Plant App (2023): A Vue.JS and Quasar hybrid app to help keep track of plants at home. Used various AWS services to store and deploy.

Immune Raider (2022): A serious game demonstrating AI powered by immunological algorithms. Built using the Unity game engine. Won Top 5 at the University of Johannesburg's 2022 Projects Day under the Honours-Year project category.

3 Semester-Long Projects (2022): Emotion Recognition with Cat Tails, Comparison of Activation Functions in Galaxy Morphology Classification, and a mobile app to help officers preserve crime scene photographic evidence.

cura (2021): An Android and web application for children and psychologists. Won Top 2 and Best Website at the University of Johannesburg's 2021 Projects Day under the Third-Year group project category.

Green Pantry (2020): A fully fledged grocery e-commerce website and winner of the University of Johannesburg's 2020 Projects Day under the Second-Year group project category.

Ball Roller Game (2019): A mobile game created in the Unity game engine to self-learn game development. An infinite rolling game with dynamically generated platforms.

ADDITIONAL INFORMATION

Certifications:
- Professional Scrum Product Owner I (PSPO I)
- Professional Scrum Master I (PSM I)