PERSONAL

Name
Isaac Mhlanga

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Date of birth
14-12-2002

Gender
Male

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INTERESTS

- Machine learning, Data sciences

LANGUAGES

English	★★★★
Tsonga	★★★★
Sotho	★★★★
Southen Sotho	★★★
Zulu	★★

ISAAC MHLANGA

As a highly motivated and skilled software developer, I am seeking a challenging opportunity to join a dynamic team where I can utilize my strong technical skills and passion for technology to make a positive impact on the organization. As a final year Mathematics and Computer Science student at the University of Johannesburg, I have gained a strong foundation in these fields and am eager to apply my knowledge and skills to real-world projects. I am confident in my ability to quickly learn and effectively apply new technologies, and thrive in a collaborative environment where continuous learning is valued. I am excited to join a team where I can grow my skills and make a meaningful contribution.

EDUCATION AND QUALIFICATIONS

Feb 2019 - Present

BSc Mathematics and computer sciences
University Of johannesburg, Johannesburg

SKILLS

Java	★★★
c++	★★
vue.js	★★★
git and gitHub	★★★
Laravel	★★
Spring Boot	★★
Firebase	★★★
Rest + Soap api	★★
PHP	★★
Javascript	★★★
Html 5	★★★★
Css 3	★★★
Mysql	★★

COURSES

Feb 2019 - Jun 2019

Computer sciences 1A(Introduction to algorithm development (C++))
University Oj Johannesburg

Module learning outcomes:
- Analyse, Design and interpret an algorithm
- Program algorithms in an object oriented language such as C++.
- Use a computer to solve programming problems.
- Demonstrate computer programs in C++.

Jul 2019 - Nov 2019

Computer Sciences 1B (Introduction to data structures (C++))
University of Johannesburg

Module learning outcomes:
- Explain the meaning of abstract data types.
- Implement internal data structures such as linked lists.
- Explain internal data structures such as stacks and queues.

• Apply external data types such as sequential and direct files.
• Compare the object oriented programming paradigm and the component approach to program development.
• Develop object oriented programs in a computer language such as C++.

Feb 2020 - Jun 2020

Computer Sciences 2A (Object-Oriented Programming)

University Of Johannesburg

Module learning outcomes:
• Distinguish between classes and objects.
• Explain object-oriented principles.
• Apply object-oriented principles during the development of programs.
• Explain the role of graphic interfaces, events, processes and threads.
• Develop programs that implement graphic user interfaces, events, processes and threads.
• Explain the principles of distributed processing.

Jul 2020 - Nov 2020

Compuetr Sciences 2B (Data Communications)

University of Johannesburg

Module learning outcomes:
• Describe ISO and Internet protocols.
• Evaluate ISO and Internet protocols against each other.
• Use protocol specifications to establish the design and functioning of protocols not discussed in the lectures.
• Apply principles of network protocol design
• Explain how data, voice and video signals are transmitted over a computer network.
• Describe components of computer networks. • Analyse various types of computer network topologies.
• Develop object-oriented Java programs to transmit messages between workstations on a computer network

Feb 2021 - Jun 2021

Computer Sciences 3A (Advanced data structures and algorithms)

University of Johannesburg

Module learning outcomes:
• Explain in detail the theoretical aspects of data structures.
• Develop short programs in an object oriented language that applies these data structures.
• The implementation of a practical project, of an appropriate scope, that demonstrates the student's proficiency with Abstract Data Structures.
• Comment on the efficiency of the different data structures in a range of applications.
• Estimate the performance of algorithms with respect to execution times and memory usage.

Jul 2021 - Nov 2021

Computer Sciences 3B (Computer system architectures)

University Of Johannesburg

Module learning outcomes:
• Explain the functioning of the hardware of a computer system such as the central processor, memory, and other components of the execution cycle correctly.
• Explain important aspects of system software such as operating systems, compilers and interpreters accurately.
• Evaluate the design of system software, and system software components logically.
• Develop short programs in a suitable language that illustrate important aspects of a computer system.

ACHIEVEMENTS

Introduction to 'Artificial Intelligence in the 4IR

Artificial Intelligence in the 4IR (Fourth Industrial Revolution) is a free, fully online, non-credit bearing module offered by the Division of Academic Development and Support (ADS). It was rolled out to the UJ community in February 2020. The purpose of this module is to introduce students to artificial intelligence (AI), its applications, and its implications for society and the future of work in this fast changing world.

African Insights

African Insights is a fully online module that is offered to all first-time entering undergraduate students at UJ. The module is offered over thirteen weeks.