

# Jean-Francois Retief, BEngSc in Digital Arts, BAHons in Digital Arts Student Number: 2458318

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## Education

- 2020  **Matriculated, Linden Highschool**  
I matriculated in 2020.
- 2021 - 2023  **BEngSc in Digital Arts, University of the Witwatersrand** School of Electrical and Information Engineering.  
I obtained a Bachelor of Engineering Science in Digital Art degree.
- 2024  **Bachelor of Arts Honours in the Field of Digital Arts (Full-Time), University of the Witwatersrand** School of Digital Arts.  
I obtained a Digital Arts Honours degree at Wits, specifically in the field of Game Design.
- 2025-present  **Master of Arts by Research Digital Arts (Part-Time), University of the Witwatersrand** School of Digital Arts. (*Ongoing*)  
I am currently studying for my Digital Arts Masters degree at Wits, in the field of Game Design.

## Employment History


- 2024  **Student Assistant Tutor.** Game Design Department, School of Digital Arts, Digital Arts, University of the Witwatersrand.
- 2025  **Tutor/Sessional Lecturer** Game Design Department, School of Digital Arts, Digital Arts, University of the Witwatersrand.

## Exhibitions and Projects

- 2024  **Group Exhibition** *Simulation as a paradigm of our time*, The Point of Order, Wits University, Johannesburg.  
An interdisciplinary artwork by Dr. Renzo Filinich Orozco with some help from students from Wits, such as myself.
-  **Group Exhibition** *Quantum Echoes of Humanity*, The Origins Centre, Wits University, Johannesburg.  
An international, interdisciplinary, and collaborative artwork by Dr. Renzo Filinich and LabInter/UFSM as well as students from Wits, such as myself.
-  **Group Exhibition** *Research Chair Symposium EXPO & MICT-VUT Research Chair Launch*, Vaal University of Technology, Johannesburg.  
I was one of the exhibitors (strategic partners) showing of games/projects made by students from the University of Witwatersrand (including a part of the artwork for *Quantum Echoes of Humanity*).
-  **Group Exhibition** *Quantum Echoes of Humanity*, The Digital Dome, Wits University, Johannesburg.  
The "Quantum Echoes of Humanity" Project (along with the playable museum demo I worked on) was also displayed in the lobby of the Digital Dome, during the opening event on 12 November 2024.

## Exhibitions and Projects (continued)




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- 2025        **Group Project** *Metal-Urge (Video-Game)*, Joint project between Digital Arts Department and Chemical and Metallurgical Engineering Department, Wits University, Johannesburg.  
A Unity/WebGL game about structural and fatigue failures in materials, to be used by students, while looking into case studies within Failure Analysis courses in the Metallurgical Engineering Department. This is just one project in the departments "gamification" of learning initiative.

During the course of the above-mentioned degrees, I picked up the following skills:

### Skills

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|----------|---|------------------------|
| Coding   |  | C#, C++.               |
| Game Dev |  | Unity.                 |
| Web Dev  |  | HTML, CSS, JavaScript. |

### References

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Documentation available at the University of the Witwatersrand (Student Number: 2458318)