

Project Assigning System

Tender

May
2017



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

Albert
Prime

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Project Overview

Proposed Methodology

We value the relationship formed between the client and our team and the importance of having a good relationship. So much in fact that we would want to include throughout the whole process of building your project by presenting demos and working with you on the feedback; letting you know how far we are from completion and what we have accomplished over each week. This all forms just one part of the methodology we've chosen to develop your project. The agile method. Specifically, feature driven development. One of the great things about the agile methods is that it allows us to respond to change very quickly. So if you have any ideas halfway through the process we will be able to incorporate them into the final product in one form or another. We will begin by developing an overall model of the system. The model will represent our solution and how we intend to develop it. Once we have agreed upon the system model we can begin working on the feature list. This list will contain all the features you wish your project to have. We will rank each as either a major or minor feature and begin working through such accordingly. For each feature we intend to develop a plan to construct the feature. Lastly, develop the feature. As we go through we'll go through each feature on the feature list we'll create the plan, develop the feature and move to the next feature. We believe this will provide the best experience for communication and producing your product.

The Team

Dimpho Mahoko



Software Developer

I am an aspiring software developer looking to gain new skills and develop those I already have. Notable skills include web development, Java, C++, JavaScript, PHP, HTML. Below are my accomplishments worth mentioning in no particular order.

- Second place in the Standard Bank IT challenge finals in 2016.
- Webmaster at Tuks FM from September 2016 till present. Responsibilities include maintaining the website and keeping it up to date.
- Mentor at The University of Pretoria EBIT Week for EBIT Marketing. Responsibilities include database administration, website maintenance and all other admin related responsibilities like communication with parents whose children wish to attend EBIT Week.
- 2016 Retro Rabbit Rabbiteer program attendee
The program was focused mainly on giving programming students an idea of how work in the industry is actually done. Notable technologies learnt include GitHub integration with team work and cloud computing and hosting.

Jason van Hattum



Team Leader | Android Developer

I am a motivated developer with a passion for application and web-app development. Technologies that I am fluent in include full-stack MEAN and LAMP development, Java, C++, Android, Python and Django. I have experience in project management, web-app development and Android application development.

I enjoy experimenting in my free time, especially working on side projects on my Raspberry Pi and building Android applications. I also enjoy making graphical programs in WebGL. My hobbies also include reading, playing games, and fishing.

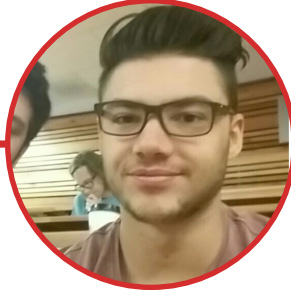
Projects that I have worked on include:

- A web application for the University of Pretoria used for peer-review and team evaluation within major projects (Can be found [here](#)). Skills that I developed here include front-end languages such as HTML, CSS, and Javascript; Python and Django.
- A variety of Android applications as a freelancing developer, both front-end and back-end. Skills developed here include Android development, Google Firebase, interface design and NodeJS.

Accomplishments and work experience:

- A member of the Golden Key International Honors Society.
- A teaching assistant and tutor for multiple subjects since January 2016.
- Participated in the Standard Bank IT Challenge in 2016 and 2017; and ACM in 2016.

Kyle Erwin



UX Designer | Software Developer

Currently studying a BSc Computer science. I'm a well rounded programmer with many skills in many languages. My passion lies in artificial intelligence and creating applications with an intuitive design. I'm a harder worker that is known to be "on top of things" by my peers.

I've worked in many leader positions and understand the importance of synergy in a team. Most noteworthy, I was apart of the TukVillage residence committee and the graphic desiner for all of the events (2015 - 2016). I launched a web development company, unhinged.co.za, with team member Keagan Ferrett. My work has also extended to app development and partnerships with small startup companies.

In my free time I often find myself programming on personal projects, coming up with new concepts and focusing my time on perfection my artificial intelligence skills.

More about me and my skills:

- Up-to-date with all the latest design trends.
- Used applications such as google analytics, webmaster and google trends.
- Written many C++ tutorials for beginner programmers
- Business skills and working with clients.
- An understanding of scala, a programming language great for AI.

Kyle Erwin



Graphic Design | Software Developer

I am currently in my final year of studying a BSc Computer Science and hoping to continue on to Honours. I'm an aspiring programmer with a broad set of skills that go beyond programming. I hope to move further into the development of complex systems, on both the front and back end of development. I enjoy broadening my experiences as much as possible and am always eager to attempt new projects and to learn more while doing so.

My programming experience includes being fully fluent in C++, Java, LAMP and MEAN stack development, and Python. I have also worked on projects for iOS and Android and have experience with tools and frameworks such as Ionic.

I offer freelance web development and social media marketing services in my free time when I'm not pursuing my own hobbies and interests.

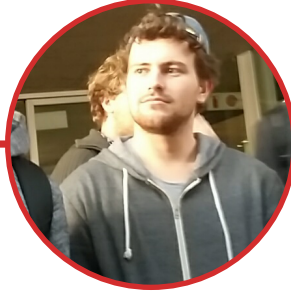
My current personal hobby is attempting to learn about the development process in Unreal Engine 4 so that I can contribute to the open-source Unreal Tournament project.

My other hobbies include photography, photo-editing and film-editing, tinkering with hardware, game development (specifically level and systems design), and reading and writing.

My skill-set and interests include:

- A focus on developing well rounded systems.
- Experience in designing the front-end of websites and a handful of systems.
- Experience in developing for the back-end of systems.
- A willingness to learn new languages and technologies.

Keegan Ferrett



Project Manager | Physical Computing

Currently in my final year of studying BSc Computer Science. I am an aspiring software developer with a love for mathematics and problem solving. I am a passionate programmer who is excited to develop my skills and knowledge. I enjoy taking on leadership roles and pushing myself with exciting and large projects.

I have launched a website designed and development business, unhinged.co.za, with another team mate Kyle Erwin. My role in the business is mostly backend development and running the business's accounting, however our vision is to one day extend into larger, and more complex projects, which we hope with this give up the experience to do.

During my free time I enjoy working on my Android app development skills, experimenting with physical computing (skilled with using Raspberry Pis and Arduinos), as well as competing in various programming and problem solving contests. Some contests that I have completed are: Standard Bank IT Challenge 2016 and 2017, ACM 2016, and HackFu challenge 2016.

Below are some of my passions and interests:

- Android App Development
- Mathematics
- Compiler Design and Construction
- Physical Computing and Electronic Engineering
- Computer Networks and Security

