SITHEMBILE NCUBE
BSc Computer Science and Mathematics

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SKILLS

Programming: Android, Java, HTML, CSS
Other: Writing; Content Creation; Digital Literacy Training

EDUCATION

2019 - 2020:   **BSc Honours Computer Science and Information Systems, Nelson Mandela University**
2016 - 2019:   **BSc Computer Science and Mathematics, Nelson Mandela University**
2014 - 2015:   **BEng Mechatronic Engineering, Nelson Mandela Metropolitan University**

EXPERIENCE

February 2018 – Present   Lecturing Assistant, Nelson Mandela University
On a recurring contract assisting the Nelson Mandela University Department of Computing Sciences with software development projects and undergraduate courses. Worked on two educational mobile applications that teach concepts in Pastel Accounting and Databases respectively. Currently maintaining and completing applications.

October 2014 – Present   Regional Organiser, The Global Game Jam
In charge of reviewing and approving jam sites in Sub-Saharan Africa in preparation for the annual Global Game Jam. As the event approaches, sites are contacted to ensure they have the necessary communication and resources for a successful event.

November 2016 – April 2018   Assistant Program Manager, A MAZE GmbH
Tasked with assisting in the curation of digital art, games, electronics exhibitions, talks and performances for the annual A-MAZE playful media and art festival in Johannesburg and Berlin.

July 2014 – August 2015   Google Student Ambassador, Nelson Mandela Metropolitan University
Selected to act as a liaison between Google and Nelson Mandela Metropolitan University as the school's first Google Student Ambassador.

November 2013   Organiser, Startup Weekend Lusaka
One of the 4 organisers of the first Startup Weekend Lusaka – a global grassroots movement for entrepreneurs. Managed Social Media and Graphics Design for the event.

August 2013 – 2019   Co-founder and Director, MakerHut
MakerHut is a user group interested in creative technologies and robotics in Zambia and making the global maker movement accessible for youth in Zambia.

July 2013 – Present   Founder and Director, Ubongo Game Lab
Founding and Managing the activities of Ubongo Game Lab, a community user group interested in Game Development and Gaming Technology in Zambia.

May 2013 – July 2013   Audio Editor, iSchool.zm
Part time responsibilities included sorting, clipping and editing of over 600 audio files for iSchool's Zedupad software. The Zedupad is an e-learning initiative that brings the Zambian Primary School Curriculum to affordable tablets.

May 2013 – December 2013   Social Media Executive, BongoHive
Managing the online presence of BongoHive, Lusaka's Technology and Innovation Hub, as well as writing weekly newsletters, graphics design and blog posts. In addition to assisting new startups establish social media strategies.

AWARDS AND ACHIEVEMENTS

January 2016   **GDC Diversity Scholarship, Global Game Jam**
        From voluntary work done for the Global Game Jam in underrepresented regions, awarded an all-access pass to attend the annual Game Developers' Conference in San Francisco.

May 2017   **Miss.Africa Seed Fund Grant, DotConnectAfrica**
        Awarded $1000 seed fund grant for Games Plus Girls Initiative with Ubongo Game Lab. Part of a 1 year partnership with Miss.Africa to promote opportunities for women in STEM.

July 2017   **MILEAD Fellowship, Moremi Initiative**
        Selected as one of 26 women in Africa recognized as promising emerging young leaders. The fellowship involves an intensive 3-week leadership institute in Ghana and each fellow is required to develop a Mi-CHANGE Project addressing a selected issue within their community.

COMMUNITY SERVICE

2018 – Present: **Young African Women in Computing, Nelson Mandela University**
        As part of the Young African Women in Computing initiative in the Nelson Mandela University Department of Computing Sciences, assisted with several events to encourage young women to participate in computing science including planning and facilitating coding workshops for high school girls.

2015 – 2018:   **Game Development Training, Asikana Network**
        Created and delivered a short curriculum for the intensive 'Games Plus Girls' Bootcamp that teaches rapid game prototyping to women in order to increase participation in the annual Global Game Jam.

2005 – 2009:   **Tutoring, Various schools**
        Literacy lessons, exam preparation and conducting science experiments for students ranging from 5 to 16 in surrounding rural schools as a devotional service.

PUBLIC SPEAKING

March 2016   **Game Developers Conference 2016 - San Francisco, California**
        As part of a diverse panel I was given the opportunity to speak on the prospects of game development in Zambia and Sub-Saharan Africa. The panel talk is publically available online: http://www.gdcvault.com/play/1023582/

September 2016   **AMAZE – Johannesburg, South Africa**
        Spoke in front of an international audience at the AMAZE Playful Media and Arts festival on building game development communities in third world countries.

November 2018   **Africa Games Week and Playtopia – Cape Town, South Africa**
        Gave two talks during the week, one about "Listening to empower minorities in game development" and another about "Listening to women for diversity".

March 2019   **Miss.Africa Digital Ambassador Talk – Cape Town, South Africa**
        Spoke at the Women In Tech Summit Africa in Cape Town about how to engage a non-tech oriented audience when presenting tech principles.