CV

LANGELIHLE
MALAZA

2025

Langelihle Malaza

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Personal Information

First name : Langelihle
Middle name : Mpumelelo
Last name : Malaza
Age : 27
Nationality : Republic of South Africa (RSA) citizen
Gender : Male
Marital Status: Single
Languages : English and Zulu
License : C1 - Heavy Motor Vehicles (<=16,000kg)

GitHub : https://github.com/LanMalJR/
LinkedIn : https://www.linkedin.com/in/langa-lmj/

Professional Summary

I am a VR-focused software developer with a strong interest in training and education systems. I apply gamification to narrow the gap between theory and real-world practice, delivering high-quality solutions that balance technical depth with usability. I hold a B in Computer Information Systems, and I am completing my Honours in Computer Information Systems. I primarily work in Unity and C#, and I am currently leaning, embedded systems with Arduino, Unreal Engine and C++ expanding my toolset.

I take responsibility and initiative, pay close attention to critical details, and solve problems proactively. I work effectively without supervision while supporting teams through collaboration, clear documentation, and knowledge sharing. I am hardworking and service-oriented, and I aim to create measurable value for people, businesses, and systems. I commit to continuous learning and improvement, and I consistently refine my skills to deliver useful, maintainable solutions.

Education

B. Computer Information Systems **2020 to 2024**

(University of the Free State – Bloemfontein, RSA)

B. Computer Information System Honours (Cum Laude) **2025**

(University of the Free State – Bloemfontein, RSA)

- 81%

Core Technical Skills

- Languages : C#, Python, SAS (Analytical Programming), C++(beginner), Java
- Tools : Unity, SQL, Blender (rigging and animation), Git/GitHub, Visual studio, VS code, Docker
- Other : Microsoft (Word, Excel, PowerPoint), Photography and Graphic Design

Interests, Sports and Hobbies

- Enjoys various sports; like football, formula 1, basketball, chess
- Learning and research to expand general knowledge
- Spending time with friends and family

Details of Projects

Tractor Driving VR Simulator ***2025***

Supervised by **Dr B. Botha**, co-assessed by **Mr C. Cilliers.**

I designed and implemented a horizontal prototype of a functional tractor-driving training system for novice Agriculture and Engineering students. The prototype familiarised learners with tractor safety and basic operation in a controlled VR setting. The system was developed end to end and deployed on Meta Quest 3.

- Built in Unity 6 and C#, used XR Interaction Toolkit, targeted Meta Quest 3.
- Implemented core vehicle dynamics, input orchestration, and training-oriented UI with clear gating.
- Authored structured technical documentation, user instructions, and evaluation instruments.
- Positioned as an Honours project, and I prepared a plan to expand it into a master's study focusing on usability and training efficacy.

ITSL Group Project ***2024***

Guided and assessed by **Dr R. Fouché**.

As part of a six-member team, I contributed to a horizontal web prototype for the ITSL unit that improved communication and student engagement. The prototype consolidated content delivery and lightweight assessment in a single interface.

- Designed information architecture for announcements, notifications, video hosting, and PDF resources.
- Prototyped comprehension checks and basic grading views to support formative feedback.
- Documented requirements, interaction flows, and rationale to support handover and future development.

Eye Tracker Project ***2025***

Guided by **Prof. T. Stott**, assessed by **Dr B. Botha.**

As part of a three team members, we conducted an HCI Honours usability study with seven participants to evaluate a website's usability using eye-tracking and standard instruments. The study combined behavioural metrics with validated questionnaires to generate actionable insights.

- Collected gaze data and produced heat maps and fixation analyses to identify attention patterns.
- Administered SUS, NPS, and ASQ to quantify perceived usability, likelihood to recommend, and post-task satisfaction. Reported findings with clear visualisations and recommendations for iterative design improvements.

References:

References are available upon request.