Project Plan Document

05 August 2014

For:

Rape Crisis Cape Town Trust

360 SOFTWARE DEVELOPMENT

Rape Crisis Mobile Application

Team :
- Lawrence Stent
- Daniel Louw
- Thierry - Luc Denichaud
- Adrian David Smith

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Introduction

The aim of this project is to create a mobile application that will address the needs of Rape Crisis Cape Town. We have identified two main areas that we will focus on. The first is a 'Emergency Help' feature. This will enable the user to open the app and immediately be able to press a button which will send off a help signal via SMS to a number (1 up to 6), that will notify the contacts that the user is in trouble and the address of where the user is at. The second area of the application is the support side. This will encompass all the necessary information regarding what to do in case of a rape, preventative information and other educationally beneficial material, as well as trying to incorporate MxitReach so that counselling/support can be done over the instant messaging service.

Our cost constraints are negligible. It is only our time that we use. Which is reflected in the economic feasibility, as per potential cost of the project if we were being paid. If we incorporate a 'Donate' feature then Rape Crisis will have to have a PayPal account set-up for credit card donations.

The risks that we face are our time constraints or failure to deliver an end product. To offset the time risk, we have carefully planned out our remaining months left at Varsity College and have given ourselves ample time to have the project completed before the due date of 14 November. The risk of failure to deliver is also offset by careful planning with our time, as a group we know what is expected of us, and delivery of the final product is guaranteed.

Milestones and Deliverables

MileStone 1 - Project Plan
- Introduction
- Milestones and Deliverables
- Work Breakdown Structure
- Project Schedules (GANTT & PERT charts)
- Risk Management
- Technical Feasibility
- Economic Feasibility
- Team Members
- Appendix

Milestone 2 - Requirements Analysis
- Problem Domain
- Solution Domain
- Logical System Model
- Class Diagrams
- Appendix

Milestone 3 - System Design
- Introduction
- Logical Architectural Design
- User Interaction Design
- Database Design
- Report Design
- Appendix

Milestone 4 - Project Implementation
- Code for Graphical User Interface (GUI)
- Code for the input controls
- Database tables
- Database linked to program modules
- Testing of the system
- User support and documentation
- Code for the android app

Milestone 5 - Presentation
- Problem Statement
- Business Solution
- Utility of the system
- Database
- GUI
- Front-end to back-end links
- Mobile Application

Work Breakdown Structure

Project Plan

Task Name	Task Description	Task Duration	Predecessor Tasks	Team Member(s) Responsible for Task	Task Resources Needed
Introduction	A summary of what the project entails, with the needs of the customer and goals of the project highlighted. Budgets, risk and successful outcomes should be covered.	2h	N/A	Larry Stent	Computer
Milestones and Deliverables	All the major milestones to be achieved and the deliverables within those.	1h	N/A	Larry Stent	Computer
Work Breakdown Structure	Table of how the work will be allocated amongst the team, with duration and description covered.	3h	Milestones and Deliverables	Larry Stent	Computer
Project Schedules (GANTT & PERT charts)	Two charts that show the scheduling of the project.	4h	Work Breakdown Structure	Daniel Louw	Computer
Risk Management	Identifying and quantifying the risks associated with the project.	3h	Work Breakdown Structure	Thierry-Luc Denichaud	Computer
Technical Feasibility	The technical specifications and resources that the project will cover and require.	2h	N/A	Adrian Smith	Computer, RapeCrisis Content
Economic Feasibility	The economic specifications and resources that the project will cover and require.	2h	N/A	Larry Stent	Computer, RapeCrisis Content
Team Members	A list of those involved in the project.	10m	N/A	Larry Stent	Computer

Requirements Analysis

Task Name	Task Description	Task Duration	Predecessor Tasks	Team Member(s) Responsible for Task	Task Resources Needed
Team Discussion	Before starting the requirements analysis, the whole team will discuss and plan this area in full. So our project is understood by all involved and our ideas are on paper	3h	Milestone 1 - Project Plan	Whole team - Thierry taking notes of what is discussed	Meeting area, stationary, laptops, internet.
Problem Domain	An in-depth and more complete study and specifications of the problem that is to be solved.	5h	Project Plan - Introduction, Technical Feasibility, Economic Feasibility. Requirements Analysis - Team Discussion	Adrian Smith	Computer
Solution Domain	A logical description of the system with supporting UML diagrams	5h	Team Discussion, Problem Domain	Daniel Louw	Computer
Logical System Model	The table of the logical system model that shows what the system will do.	5h	Team Discussion, Problem Domain, Solution Domain	Thierry-Luc Denicahud	Computer
Class Diagrams	Identification of the classes	5h	Team Discussion, Problem Domain, Solution Domain, Logical System Model	Larry Stent	Computer

System Design

Task Name	Task Description	Task Duration	Predecessor Tasks	Team Member(s) Responsible for Task	Task Resources Needed
System Design Meeting	This is a team meeting before the systems design stage is initiated. Looking at the work done so far. Look at how we want the system to look and act.	3h	Project Plan, Requirements Analysis.	Whole Team	Meeting area, stationary, laptops.
Introduction	Brief description of the system	2h	Requirements Analysis	Larry Stent	Computer
Logical Architectural Design	Consisting of both the high level and low level design. These will include diagrams of the system, functional requirements and relationships between entities in the system.	8h	Requirements Analysis. System Design Meeting	Adrian Smith & Thierry-Luc Denichaud	Computer
User Interaction Design	This is the interactions the user will have with the system. It will include input interactions and request interactions. Can be done descriptively or graphically.	1w-2w with client input	Requirements Analysis. Logical Architectural Design.	Thierry-Luc Denichaud & Daniel Louw	Computer
Database Design	Identify and design database based off the analysis that has taken place.	8h	Requirements Analysis - Class Diagrams. Logical Architectural Design.	Daniel Louw & Larry Stent	Computer
Report Design	Design of the reports that will be used.	5h	Logical Architectural Design	Adrian Smith	Computer

Project Implementation

Task Name	Task Description	Task Duration	Predecessor Tasks	Team Member(s) Responsible for Task	Task Resources Needed
Code for GUI	Writing the user interface code that will be used in the final product	2 months	Project plan, Requirments Analysis, System Design	Whole team responsible for all code. Adrian Smith will direct application coding. He will ensure that each person in the team has areas of work in terms of programming the application.	Each team member must have their own computer to work off with Eclipse or other android development software. The databases will need the relevant SQLite software.
Code for the input controls	This is the code that will direct all user input to the application, how it is read, dealt with and validated by the app.	2 months			
Database Tables	The database tables are the structures where we hold all the applications data. This is designed and built to ensure efficiency without redundancy.	2 months			
Database linked to program modules	The linking of the database to the application so that the application can effectively use the required data.	2 months	Database tables		
Testing of the system	Testing the system is the stringent process of ensuring that the application runs without any problems.	1 month	Code for GUI. Code for input controls. Database tables. Database linked to program modules.		
User support and documentation	The user support and documentation is there to direct the user on how the application is used and to guide them if they have any problems. Can only be finalised once the app is ready.	1w - week 3 of October	Code for GUI. Code for input controls. Database tables. Database linked to program modules. Testing of the system.		
Code for the android application	This is the final code that encompasses the GUI, user input and the database. After testing this is the code for the final product.	3 months (totalling all the work done from coding to testing to the final product).	All previous work. This is the finished product.		

Project Presentation

Task Name	Task Description	Task Duration	Predecessor Tasks	Team Member(s) Responsible for Task	Task Resources Needed
Problem Statement	What the projects goals were. How we approached the project and the results of our analysis.	2 weeks of preparation	All previous work on the application	Larry Stent	Full and up to date application and all documentation.
Business Solution	Description of the system and the details of the work we put it when tackling the project.			Thierry- Luc Denichaud, Adrian Smith	
Utility of the system	How did the project satisfy the clients needs.			Thierry-Luc Denichaud	
Database	An explanation of the database used in the application.			Larry Stent	
GUI	The design of the application and an explanation of design principles that show why we did the aesthetics of the app a certain way.			Daniel Louw	
Front-end to back-end links	How the user inputs and interacts with the information and their data on the app.			Daniel Louw	
Mobile Application	The final product. A walkthrough of the app, showing off all of its different functions as well as a live test demo. That they themselves can use with cues.			Adrian Smith	

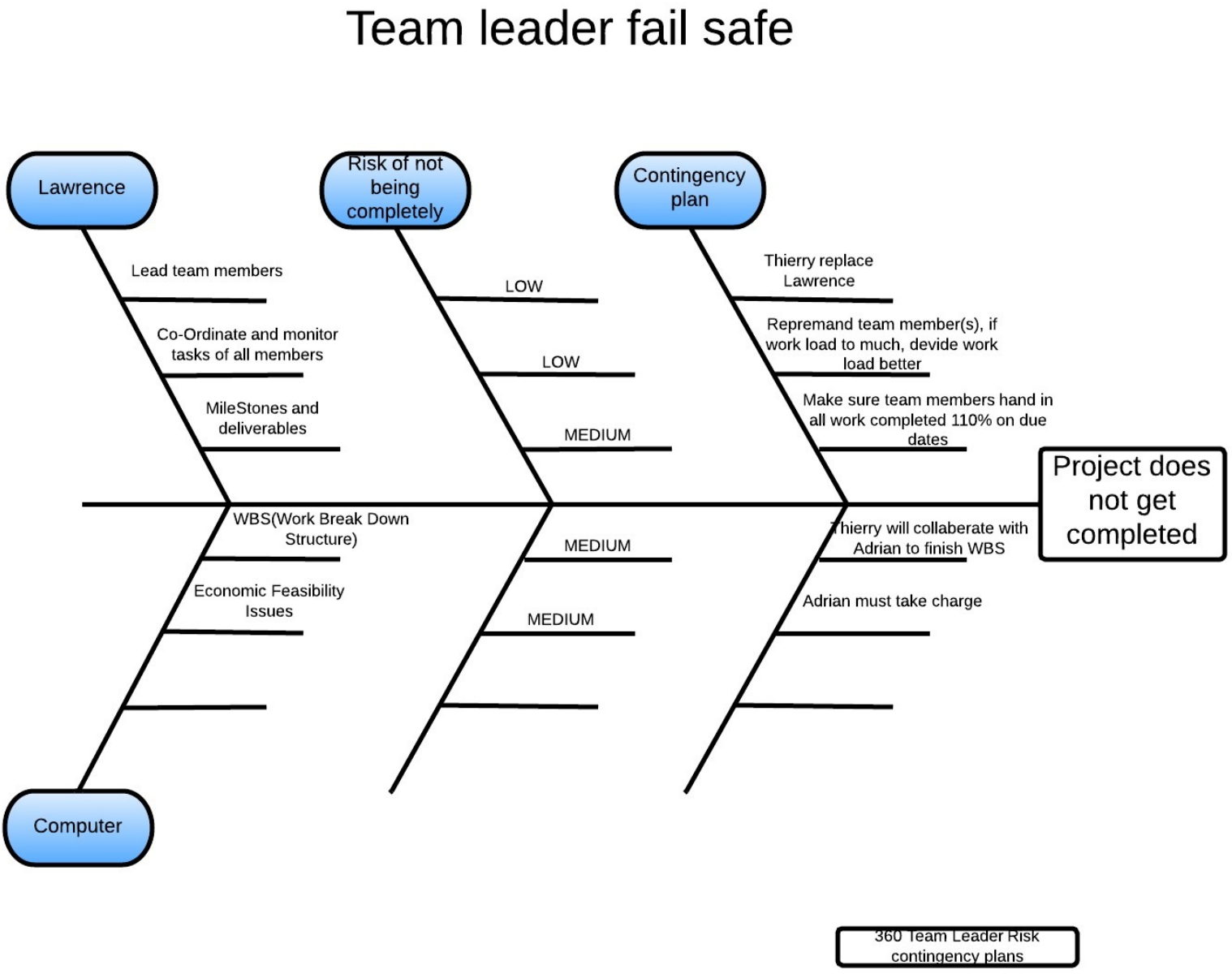
Project Schedule

GANTT CHART

	Task Mode	Task Name	Duration	Start	Finish	Predecessors
0		**GANTT Draft**	**71 days**	**Mon 7/21/14**	**Mon 10/27/14**	
1		Project Plan	10 days	Mon 7/21/14	Fri 8/1/14	
2		Milestones & Deliverables	1 day	Mon 7/21/14	Mon 7/21/14	
3		Work Breakdown Structure	2 days	Mon 7/21/14	Tue 7/22/14	2SS
4		Gantt and Pert chart	4 days	Wed 7/23/14	Mon 7/28/14	3
5		Risk Management	3 days	Wed 7/23/14	Fri 7/25/14	3
6		Technical Feasibility	2 days	Tue 7/29/14	Wed 7/30/14	
7		Economic Feasibility	2 days	Tue 7/29/14	Wed 7/30/14	
8		Team members	1 day	Fri 8/1/14	Fri 8/1/14	
9		Requirements Analysis	15 days	Mon 8/4/14	Fri 8/22/14	
10		Team Discussion	1 day	Mon 8/4/14	Mon 8/4/14	1
11		Problem Domain Analysis	2 days	Tue 8/5/14	Wed 8/6/14	10
12		Solution Domain & Diagrams	2 days	Thu 8/7/14	Fri 8/8/14	11
13		Logical System Model	3 days	Mon 8/11/14	Wed 8/13/14	10,11,12
14		Class Diagrams	3 days	Thu 8/14/14	Mon 8/18/14	10,11,12,13
15		System Design Discussion	1 day	Fri 8/22/14	Fri 8/22/14	1,9FF
16		System Design	11 days	Fri 8/22/14	Fri 9/5/14	
17		Introduction	1 day	Mon 8/25/14	Mon 8/25/14	9
18		Logical Architectural Design	5 days	Mon 8/25/14	Fri 8/29/14	9,15
19		User Interaction Design	4 days	Mon 8/25/14	Thu 8/28/14	9
20		Database Design	2 days	Mon 9/1/14	Tue 9/2/14	9,14,18
21		Report Design	2 days	Mon 9/1/14	Tue 9/2/14	18
22		Development Process	17 days	Mon 9/8/14	Tue 9/30/14	16
23		Testing and Debugging	14 days	Wed 10/1/14	Mon 10/20/1	22
24		Presentation	5 days	Tue 10/21/14	Mon 10/27/1	23
25		Presentation planning	4 days	Tue 10/21/14	Fri 10/24/14	24SS
26		Presentation Day	1 day	Mon 10/27/14	Mon 10/27/1	25

Risk Management

See Appendix A



Technical Feasibility Issues

EXECUTIVE SUMMARY:

The development of “Rape Crisis” is to address the added support for the victims and (present and future) members of the Rape Crisis, Cape Town. Using current technology and feasibility reporting, we are able to deduct project areas that are of concern, project alternatives, solutions and technical alternatives.

By clearly stating the technical availability of current resources and technology that the software constraints must be able to perform under, we are able to determine if the project is feasible to stakeholders in terms of both development and market.

Key areas of technology and software operations:

- Performance;
- Ease of learning;
- Ease of deployment;
- Operational characteristics;
- Interoperability with other key deployable technologies;
- Scalability;
- Ease of support.

Key areas of market place operations:

- Vendor viability - will the software and technology still be operational in future;
- Alternate sources for technology;
- Third-party support provided by the vendor;
- Level of support provided by the vendor;
- Industry mindshare of the project outcome – is the market gravitating toward or away from this technology and/or project outcome.

PROJECT BUSINESS REQUIREMENT:

The following feasibility analysis fundamentally poses the question “Can it actually be built?” Investigation into the technologies, resources and market of the project has been researched along with technical feasibility issues and alternative solutions (if any) for each technology has been conducted and listed below.

A large part of identifying and determining the resources has to do with the technical requirements of the technical capability on the technology of the project itself.

“The project can be considered feasible if the internal technical capability is sufficient to support the project requirements.” (Ogbebor 2011).

Some core questions to access are:

1. Is the project feasible with the current limits and available technology?
2. Are these technologies available with the given project constraints?
3. Is the project a practical proposition?
4. Can the project solution be scaled easily for future system and technologies?
5. Do we possess the necessary technical expertise to deliver the project solution?
6. Is there currently a need for the solution in the market?

The areas of concerns are as follows:

Technology Focus:

- Performance;
- Ease of learning;
- Ease of deployment;
- Operational characteristics;
- Interoperability with other key deployable technologies;
- Scalability;
- Ease of support

Marketplace Focus:

- Vendor viability - will the software and technology still be operational in future;
- Alternate sources for technology;
- Third-party support provided by the vendor;
- Level of support provided by the vendor;
- Industry mindshare of the project outcome – is the market gravitating toward or away from this technology and/or project outcome.

ASSESSMENT OF OPTIONS:

With the ever changing area of mobile devices and platforms, we are able to deduce the minimum requirement of “Rape Crisis Mobile App” to the Android Mobile Operating System.

For the integration of a user profile (with an integrated database of SQLLite.NET) the minimum Android version needs to be Android 2.2 with API Level 8. The most recent Android release being Android – 4.4 KitKat, we will be able to integrate the needed features on the mobile platform with ease. The Android device must support a camera as well as GPS technologies and an internet connection. The following diagram (Figure 1.1a and 1.1b) displays the percentage of Android users with their respective operating systems version currently on the market.

Version	Codename	API	Distribution
2.2	Froyo	8	0.7%
2.3.3 - 2.3.7	Gingerbread	10	13.5%
4.0.3 - 4.0.4	Ice Cream Sandwich	15	11.4%
4.1.x	Jelly Bean	16	27.8%
4.2.x		17	19.7%
4.3		18	9.0%
4.4	KitKat	19	17.9%

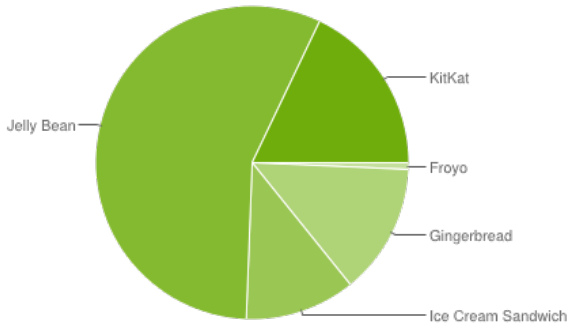


Figure 1.1a

[*Dashboards | Android Developers. 2014. Dashboards]*

Figure 1.1b

[*Dashboards | Android Developers. 2014. Dashboards]*

The user controls and user interface that will be used will be integrated with the mobile and tablet platform, allowing us to reach more users.

Some of our key areas of functionality for this approach lies in the following:

- Provide support for users for further development of the application via means of e-mail feedback with the application.
- Provide and act as an intermediary for contact between Rape Crisis Cape Town Trust and the users of the application.
- Track user's GPS locations to store on the local device when enabled by the user.
- Send an SMS and/or e-mail to specified contacts alerting them of an emergency with GPS co-ordinates and update the GPS co-ordinates periodically.
- Periodically use the front and back camera to take photos when the user has enabled the option.
- Provide detailed guidelines and steps for victims of Rape.

There will be a disadvantages concerning this approach. Namely:

- The amount of available devices available for testing before release (namely different high resolution tablets);
- The inability of sending SMS locations to contacts on certain tablets;
- The inoperability of the application when there is no internet connection or airtime to use.

With the ever versatile Android operating system, this software will be easily scaled and supported throughout its lifetime. The Google Play store offers a wide variety of options and support for the developers on the needs of the users. With constant feedback between users and the development team via means of the comments section of the Google Play Store, we are able to keep up to date with the users' and their feedback. This, in return, will ensure the foundation of the software will be built with scalability being a large focus. Since the Google Play Store comments can be seen by all users, any person has the ability to read what other users think of this application after its use.

Since the target audience of the software will be for any and all ages and both male and female, and all Android devices, the software must be designed in such a manner that the application will be easy to learn and use when downloaded and installed on devices. The overall design of the look and feel must cater for all Android devices and their respective resolutions. We will be catering all resolutions with emphasis on the Extra Large ("Xlarge") resolution and focus all testing extensively on devices with Normal resolution as those users make up 20.4% of the market (listed below by Figure 1.2a, 1.2b and 1.2c).

Device Size Breakdown

	ldpi	mdpi	tvdpi	hdpi	xhdpi	xxhdpi	Total
Small	6.8%						6.8%
Normal		11.4%		34.5%	19.4%	15.3%	80.6%
Large	0.6%	4.5%	1.7%	0.6%	0.6%		8.0%
Xlarge		3.9%		0.3%	0.4%		4.6%
Total	7.4%	19.8%	1.7%	35.4%	20.4%	15.3%	

Figure 1.2a

[*Dashboards | Android Developers. 2014. Dashboards]*

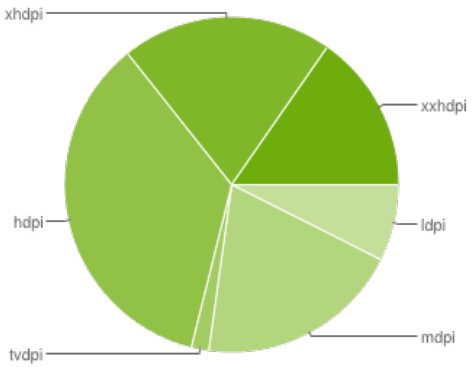


Figure 1.2b

[*Dashboards | Android Developers. 2014. Dashboards]*

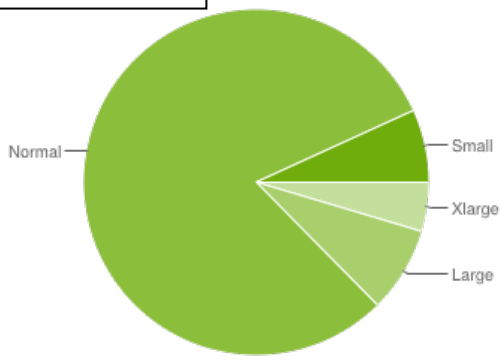


Figure 1.2c

[*Dashboards | Android Developers. 2014. Dashboards]*

Economic Feasibility Issues

As this work is a project for our final year Work Integrated Learning course, we cannot be paid for the work we do. So an economic feasibility report that mapped out how much we would charge is pointless as it would only be hypothetical.

What we have to look at are any costs the will occur to Rape Crisis Cape Town. This is in terms of online bank accounts, hardware that might be needed or the costs of servers if needed.

The best and most readily available option for online banking or credit card payments is PayPal. They have developed ways of making it possible to make donations in an application. PayPal accommodates Non-Profit and Non-Governmental Organisations so that there are fewer costs involved. Typically PayPal charges transaction rates of between 2.4% and 3.4% as well as a $0.30 (~R3.20) charge per transaction. There are no setup or cancellation fees. For nonprofits the transaction fee is 2.2% and $0.30 of the transaction. To obtain this Rape Crisis would have to set up a PayPal Business account, and show proof of NGO status. It is a straightforward process and will enable donations to Rape Crisis to become easily accepted, while also being able to track donor information.

We do not intend to host any servers as all the information and database of the application will be stored natively i.e on the phone not on an external server.

The user will incur the cost of the number of sms's sent out if in an emergency situation. As well as any data costs that are incurred through the gps tracking.

Looking at the Android use in a South African context, currently it only holds 22% of the mobile device market share. However, this is due to the legacy of feature phones still on the market. This is countered by new sales of all phones in South Africa, where Android devices make up 48% of sales. As of January 30, 2014 there are approximately 16 million smartphones in South Africa [1]. To produce an application that fills the necessary area, will ensure a 'store front' on the fastest growing mobile operating system.

Team Members

Curriculum Vitae

Lawrence Stent

E-mail : lawrencestent@gmail.com

Phone : (021) 686 3311 074 143 3923

Address: No. 3, 18 San Souci Road, Newlands, Cape Town, 7700

Work experience

DVD Nouveau 2008 — June 2014

Salesman/Assistant Manager

Here I assisted with sales, sourcing of rare, art and popular movies. I was also responsible for handling the cash and cash-ups, opening and closing the shop, as well as a variety of responsibilities over and above other part-time staff.

WijnHuis Newlands - Waiter 2012-2013

Icon Talent - Model 2009 - Present

Aupair and Tutor

Tutor and Aupair ages between 4-12

Education

High School

South African College High School(S.A.C.S) 2005-2009

History:	84%
Mathematics:	65%
Physical Science:	51%
Geography:	83%
Afrikaans:	52%
English:	79%

Varsity College - Diploma in Information Technology (Software development) 2012 — Present

First Year Subjects:

Analytical techniques:	86%
Business Communication:	68%
Business Information Systems:	73%
Business Practice and Entrepreneurship:	75%
End User Computing A:	87%
End User Computing B:	81%
Programming Logic and Design:	61%
Programming 1A:	74%
Programming 1B:	71%
Web Development (Intro):	75%

Second Year Subjects:

Database (Introduction)	65%
Database (Intermediate)	84%
Human Computer Interaction	64%
IT Project Management	75%
Programming Logic and Design (Intermediate)	79%
Programming 2A	81%
Programming 2B	75%
System Analysis and Design	69%
Work Integrated Learning	75%

Third Year Subjects:

Advanced Databases	62%
Information Security	80%
Open Source Coding (Introduction)	69%

Qualifications

Course Taken:
· Kwa-Zulu Natal Parks Board Wilderness Leadership Course 2008

This is a 6 day course at the Hluhluwe-Umfolozi game reserve which, throughout the duration, you hike through some of the most testing terrain. You encounter some of Africa's deadliest animals, including lions, crocodiles, rhinos, buffalo, black mambas and hippos. I was taught survival skills for the wild. I was also taught methods of conservation and respect for all wildlife.

· Work experience in the kitchen at Myoga Restaurant, Vineyard Hotel 2008

Skills And Attributes

I see myself as a very well-rounded individual. Sociable and friendly I find it easy to create friendships, helping to make team-work with would be strangers, both successful and rewarding.

I have been fortunate enough to travel to a number of countries, from all across the United Kingdom, United Arab Emirates, Zimbabwe and throughout South Africa. Such travel has equipped me with a superior grasp on different cultures across the world.

I thrive on problem-solving and when encountered with a problem I tend to use sound logic, rather than plain intuition.

Well-spoken and enthusiastic, I am highly capable as a communicator, being attentive and engaging, my ability to work with others, especially in a team, is an indispensable quality.

Interests and Hobbies

· Programming

· Regular social soccer player

· Passion for art and foreign cinema

· Journalism and writing

· Live music - Trumpet

· Surfing

Achievements

- Varsity College Academic Bursary 2013 & 2014
- SACS General Knowledge Team (2006-2009) (Captain 2009)
- 2nd in South Africa General Knowledge Olympiad 2009
- 3rd in Western Cape in South African General Knowledge Olympiad 2007
- Vice-Chairman SACS History Society (2008-2009) (Vice-chairman 2009)

- SACS Debating Team (2007-2009)
- SACS - U/15A; U/16 A/B; 4th Rugby Teams (2006 - 2009)
- SACS Athletics Team (2005 - 2009)
- SACS High School band (2005-2009)

References:

- · Michael Meyer, Manager at DVD Nouveau Newlands 021 683 0203
- · Daniel Erasmus, Lecturer Varsity College daniel@maak.co.za
- Rudi Killian, Lecturer Varsity College rudi.killian@gmail.com

Curriculum Vitae

Thierry-Luc Denichaud

E-mail : thierrylucdenichaud@gmail.com

Phone : 0741100288

Address : 52 Borghorst street, Monte Vista, Cape town

Work experience

Brights Hardware HOD of nuts and bolts - Highschool career grade 10 to 12

Orbit CoachWorks Costing Clerk - 1 April 2011

Genesis Restaurant manager - 2011 for 6 months

Food on the Go Assistant

Tjing Tjings Cocktail Barmen - March 2013 — current

Qualifications

Currently studying a diploma in Information Technologies (Software Development) - Third Year

Education

High School

Edgemead High School - 2009

Subjects:

- English
- Afrikaans
- Science
- Music
- Maths
- LO
- Business Economics

Interests

Cars and music. Play guitar and served on the debating team at high school.

Play sports- soccer, gym and mauy thai.

References

Louis DeSoulsa - 0731772138

Mr Price - 021 9335045

Chris and Suzanne Styles - 011 3901362

Allain Denichaud - 0713608733

Curriculum Vitae

Daniel Louw

Personal Information

Name:	Daniel Louw
Date of Birth:	1991/06/04
Email:	daniellouw@gmail.com
Cellphone Number:	071 868 2319
Address:	25 Admirals Walk Marina Da Gama Cape Town 7945

Summary:

I am an avid Computer enthusiast and I love to make and create interesting programs and applications. Ever since I learned about computers I have wanted to be involved with them and be a part of how they worked and how the software fit together. I have since familiarized myself with how they work from hardware all the way through to the software. I have since completed a diploma in Software development at Varsity College and I am excited to be a part of a development team to create something that makes a difference.

Computer Skills

Languages:

I am currently well versed in Java, C#, PHP, SQL and MySQL database Languages and I am able to develop on the android platform using Java. I have developed for a year in both C# and Java respectively. Both of those years have included multiple applications that cover a wide variety of skill sets.

Experience:

Wine Sales and Tasting Guide, *Altydgedacht Wine Farm 2011-2013*

I was a casual sales worker on a wine farm in Durbanville called Altydgedacht. I was asked to work every weekend and occasionally during the week when needed. I was required to be there from 8am until 5pm and my responsibilities were to manage sales as well as to do guided wine tasting to any customer that was interested. This provided experience in handling and communicating with all types of people as well as groups. I have worked during festivals as well which meant I needed to learn how to handle stressful and busy situations with a calm head.

Education:

High School Diploma, East Coast Christian College, Illovo Beach, Durban 2004-2008

Curriculum Vitae

Adrian Smith

Personal Information:

E-mail : sierra.as74@gmail.com

Website: www.facebook.com/SierraII, www.github.com/SierraII

Phone : 071 383 1882

Address: 23 Cook Road, Claremont

Work experience:

Calothi Technologies - IT Consultant (August 2013 - January 2014)

- Daily server side responsibilities with C-Panel
- Website development and maintenance and blacklist control
- E-mail/domain set-up and hosting
- Internet hosting and installation
- Remote tasks on client computers.

Villager Football Club - Barman (February 2012 - September 2013)

Education

Diploma in Information Technology (Software Development)

Varsity College, Rondebosch

Language Specialization:

2012 — Present

1. C#/LINQ (.NET Framework Visual Studio) (3 years);
2. SQL Server 2012 (Oracle) (3 years);
3. Java(EclipseandNetBeans)(6years);
4. Android/SQLLite(EclipseandAndroidStudio)(1year);
5. mySQL (mySQL on XAMMP,WAMMP and MAMMP) (1 year);
6. PHP (DreamWeaver, Notepad++ and Sublime Text) (1 year);
7. HTML/CSS/JavaScript (DreamWeaver, Notepad++ and Sublime Text) (4 years);
8. AJAX/JSON (Services via JavaScript/PHP; DreamWeaver, Notepad++ and Sublime Text) (1 year);

Third Year Subjects:

Advanced Databases (ADDB7311): 69%
Information Security (ISEC6311): 75%
Open Source Coding (Introduction) (OPSC7312): 81%
Web Development (Intermediate) (WEDE6011): Result In Moderation Process

Currently Studying:

Applied Programming (APPR7312)
Open Source Coding (Intermediate) (OPSC7312) Software Quality and Testing (SQAT6312)
Work Integrated Learning 3 (XISD7319)

Second Year Subjects:

Programming Logic and Design (Intermediate) (PRLD040): 81%

Database (Introduction) (DATA6211): 69%

Database (Intermediate) (DATA6212): 84%

Programming 2A (PROG6211): 91%

Programming 2B (PROG6211): 81%

Systems Analysis and Design (SAND6211): 69%

IT Project Management (IPMA6212): 80%

Human Computer Interaction (HCIN6212): 60%

Work Integrated Learning 2 (XISD6219): 76%

First Year Subjects:

End User Computing A (EUCAf010): 92%

End User Computing B (EUCBf010): 87%

Analytical Techniques (ANTI0f10): 86%

Bussiness Communication C (BUCO0f10): 64%

Programming 1A (PROG6112): 87%

Programming 1B (PROG6212): 90%

Bussiness Information Systems (BUIS6112): 77%

Programming Logic And Design (PLAD6112): 81%

Business Practise and Entrepreneurship(BUPE0f10): 66%

Website Development (WEDE6112): 85%

Achievements:

Top Academic Achiever of 2012 for Software Development Academic Bursary for 2012, 2013 and 2014.

Matric Certificate Rondebosch Boys' High School Subjects: (2007 — 2011)

Mathematics:	71%
Afrikaans (First Additional Language):	73%
English:	62%
Information Technology:	82%
Life Orientation:	80%
Geography:	68%
Physical Science:	70%

Sport:

Rondebosch Second League Squash (2010-2011)

Villagers Men's League (2009-2011)

Achievements:

IT Computer Olympiad Second Round (2009,2010 and 2011)

Physical Science Olympiad First Round (2009 and 2010)

Cultural:

Played in "Cabaret-in-the-Quad" in 2007,2008,2009 and 2010. "Cabaret-in-the-Quad" is a four night highschool concert that plays musical genres ranging from "Old-School" Rock (Jimi Hendrix, The Doors, Led Zepplin) to new age musical styles that range from Cold Play, U2 and many more.

Interests:

Engineering games on the Unreal Engine 4;

Experimenting with social network engineering;

Playing guitar and making music;

Avid Stack-Overflow contributor;

References:

Calothi Technologies:

Andrew Calothi - 082 464 5990 (andrew@gummy.co.za)

Robert Smith - 071 470 7515 (rob@gummy.co.za)

Varsity College:

Daniel Erusmas: daniel@maak.co.za

Rudi Killian: rudi.killian@gmail.com

Villagers Football Club:

Andre Naude - 076 370 5436

Appendix

References:

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Public Worls and Government Services Canada. 2014. Feasibility Report. [ONLINE] Available at:http://www.tpsgc-pwgsc.gc.ca/biens-property/sngp-npms/ti-it/etivcarftp-idsfvfrmd-eng.html. [Accessed 14 July 14].

David Diaz. 2009. Android Avalanche: A Complete List Of The Android Phones So Far. [ONLINE] Available at: http://techcrunch.com/2009/10/19/android-galore-a-complete-list-of-the-android-phones-and-their-specs-droid-best/. [Accessed 01 July 14].

"Google Projects for Android". code.google.com. Google Inc. 2011. Archived from the original on 23 February 2011. Retrieved 23 February 2011. [Accessed 01 July 14].

Dashboards | Android Developers. 2014. Dashboards | Android Developers. [ONLINE] Available at: https://developer.android.com/about/dashboards/index.html. [Accessed 05 August 2014].

Vermeulen, J. (2014). Android vs BlackBerry vs iOS vs Symbian vs Windows Phone in South Africa. [online] Mybroadband.co.za. Available at: http://mybroadband.co.za/news/smartphones/ 95710-android-vs-blackberry-vs-ios-vs-symbian-vs-windows-phone-in-south-africa.html [Accessed 6 Aug. 2014].