

Lulamile Plati



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Check my portfolio: <https://lulamile-plati-portfolio.vercel.app/>

As a dedicated student of Computer Science and Applied Statistics at the University of Cape Town, I bring a dynamic and forward-thinking approach to my work. My multidimensional skill set is highlighted by exceptional logical and analytical abilities. I excel in problem-solving, decision-making, and the full lifecycle of software development and implementation.

Collaboration is a key aspect of my professional ethos, and I thrive in team environments where I can contribute my expertise and learn from my colleagues. I am known for taking ownership of my responsibilities and demonstrating excellence, particularly in high-pressure situations. My approach ensures a comprehensive understanding of challenges before committing to effective and innovative solutions.



Skills

- <https://www.hackerrank.com/certificates/e6248ae84fd1>
- Java, C#, R programming
- Git, Python, Linux ubuntu, Assembly programming language
- Object Oriented programming
- SQL, HTML, CSS
- Model-View-Controller (MVC), UML
- Algorithms, machine learning in R programming, Java Swing
- Statistical Inference & Modelling
- Operational Research Techniques
- Critical Thinking, Teamwork, Communication, Patience
- Emotional, intelligence, Adaptability
- Basics in Kotlin & Android Studio
- MS Word, Excel



Work History

Computer Science Tutor

University of Cape Town Promaths Alumni, Cape Town

Tutor for the first year Computer Science Course (CSC1016S). This course was to introduce students to Java Object Oriented design techniques and UML diagrams and Data Structures. It also includes the use of inheritance, polymorphism, interfaces and Gui programming in Java.



Education

Bachelor of Science: Computer Science & Applied Statistics, NQF6 Information Systems (Business Process and Enterprise Systems)

University Of Cape Town - Cape Town, South Africa.

Senior Certificate

Phakama Secondary School - Cape Town, South Africa



Projects

Android Alphabet Book

The Alphabet Book App is a delightful and interactive educational application designed for young children to learn the alphabet in a fun and engaging way. The app provides a vibrant and immersive experience, making the process of learning letters enjoyable and memorable. [GitHub](#)

2D Median Filter for Image Smoothing

This was an assignment. A 2D median filter is a digital image processing technique commonly used for image smoothing or noise reduction. The idea is to replace each pixel in the image with the median value of its neighbouring pixels. [GitHub](#)

Python OXO-Game

The "OXO game," also known as "Tic-Tac-Toe," is a classic two-player game played on a 3x3 grid. The grid is initially empty, and the players take turns marking an empty cell with their respective symbols (usually "X" for one player and "O" for the other). The goal is to create a line of three of your symbols horizontally, vertically, or diagonally. The game ends when one player achieves this goal, or if the entire grid is filled without a winner, resulting in a draw. Tic-Tac-Toe is simple yet strategic, making it a popular and quick game to play. This game is implemented on python 3 with the PYQT5 GUI layout. [GitHub](#)