



Marius Smit

SOFTWARE ENGINEER
(UNDERGRADUATE)

Personal Details

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*Expecting to relocate to
Alberton at the end of the year.*

Skills

- ✓ C#
- ✓ Java
- ✓ PHP
- ✓ JavaScript
- ✓ HTML & CSS
- ✓ T-SQL & MySQL
- ✓ Project Management
- ✓ Agile Methodologies
- ✓ Public Speaking
- ✓ Design Patterns & Layered Architecture

Achievements

Semi-Finals in ATKV Public Speaking
(2016, Grade 11)

Academic Colours and member of Top 10
Academic category (2016 - 2017, Grades
11 & 12)

G.A. van den Heever floating trophy –
Best IT Student (2017, Grade 12)

Profile

I am eager to take initiative and get the job done. I try to avoid procrastination as much as possible and leave enough time to ensure that my work has been done to the best of my abilities. Where my abilities lack, there I improve. When others require my guidance, I relish in the opportunity to help them.

Career Objective

- I am interested in becoming a backend engineer – working specifically on ASP.NET projects.
- In time, I want to become a Project Manager as I enjoyed being one during some of my university projects.

Projects & Experience

Gamified Idea Competition – Dynamic Chat Application

I created a web-based chat application that would split its participants into various groups and illicit idea generation through gamification. I used PHP, JS, JQuery, MySQL, HTML and CSS. It was hosted on a shared hosting platform without access to websockets.

Commodity Code Puller (CCP)

A C# forms application written for one of the leading manufacturing companies in the foundry industry that allows the user to enter a code and retrieve the corresponding entries from various tables in a database. It would also pull PDFs and photos from a drive connected to their internal network and space them dynamically. The project is currently undergoing bug-fixes and enhancements.

UCLL International Project - Aquaponics

For my third year project, I was invited to work with team members from Belgium. Our task was to build an IoT system that would measure the physiochemical parameters of water and display it to the user. I lead the team as Project Manager and we were able to complete the project even though COVID-19 made it a challenge.

Education

2018 – Present: Belgium Campus - Bachelor of Computing
(specializing in Software Engineering)
NQF Level 8
Internship year – 2021
Graduation – 2022

2017 Graduated from High School Marais Viljoen (average 79.52%)