

# Miriam Kgowela Malatji

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## PROFESSIONAL SUMMARY

Highly motivated and detail-oriented IT graduate with a strong foundation in Computer Science and Physics. Proficient in C# and experienced in collaborative projects with Functional problem-solving skill. Eager to contribute to innovative solutions and grow within a dynamic IT environment.

## SKILLS & INTERESTS

### Technical Skills:

- C#
- SQL, Virtualization
- Network Configuration
- UI/UX design,
- Agile Methodologies
- Data Analysis
- .NET

### Soft Skills:

- Strategic thinking
- Team Collaboration
- Excellent Communication
- Community Engagement
- Time Management
- Attention to detail
- Quick Learning

### Interests:

- Digital Innovation
- Leadership Development
- Customer Experience
- Complex Problem-Solving

### Languages:

- Sepedi & English

## EDUCATION

### • 2024 | Bachelor of Science in Information Technology majoring in Computer Science and Physics.

University of the Free State, Bloemfontein

(Expected Formal graduation : April 2025)

**Relevant Coursework:** Programming and problem solving, Computer Hardware, Information Systems, Internet and web development, Advanced programming, Data structures and Algorithms, Systems analysis and Design, Human-Computer Interaction, Software Design, Systems Infrastructure, Databases and database management, Internet Programming, software Engineering, Computer Networks, Electronics, Statistical physics.

**Applications and Data:** C#, CSS/HTML5, Bootstrap5, ASP.NET, .NET Core, MS SQL, Microsoft Office Suite,

**DevOps:** GitHub, Visual Studio, Visual Studio Code,

## EXPERIENCE

### Information Technology Service Learning Project | University of Free State's

July 2024 - Nov 2024

- Participated in a community outreach program by presenting computer literacy training sessions to members of the Mangaung community.
- Developed strong communication, presentation, and organizational skills while fostering community development.

### Software Engineering Team Project | University of Free State's Department of Computer Science and Informatics

**Project Name:** Student Peer-to-Peer Tutoring System.

July 2023 - Nov 2023

- Worked in a team of four to gather and analyze client requirements using the Agile SDLC approach.
- Designed system features for student-tutor collaboration including use cases.
- Created detailed documentation and UI mockups for both mobile and desktop interfaces.
- Used Agile SDM, HTML, Bootstrap, Draw.io, figma and Visual Studio Code.

## PROJECTS

### Event Management Web Application | [Link](#)

- Developed an Event Management Web Application using ASP.NET 8.0 MVC and Entity Framework Core.
- The app allowed users to view events, register, and receive confirmation, with data stored in a SQL Server database.
- Used Razor views with Bootstrap 5 for responsive UI and MVC controllers and enabled error handling with try/catch block.