



Oratile Zungu

Software & Game Developer

Fast-paced technical thinker with a passion for object-oriented programming, systems analysis and core problem-solving. Always upskilling my digital craft through practical projects & online courses to improve my skillset and thus grow as a professional software developer.

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📞 +27824727517

📍 Cape Town, South Africa

🌐 github.com/Oratile2510

EDUCATION

Game Development

Michigan State University

11/2020 - 03/2021

Courses

- C# Scripting
- VB.NET
- Gameplay Systems Design
- Audio Effects
- Unity3D Development
- 3D Animation
- Character Modelling
- Version Control

Management of Information Systems

University of Zululand

02/2017 - 11/2019

Courses

- Python Programming
- Visual Applications Development
- Client/Server Scripting
- Information Systems Management
- Systems Analysis & Design
- Database & Information Management
- Networking & Communications
- Computer Architecture & Assembly

WORK EXPERIENCE

Junior Developer

African Ideas Pty (Ltd.)

03/2021 - Present

Cape Town, South Africa

Digital strategy and innovation consulting firm

Achievements/Tasks

- React Developer
- WordPress Website Developer
- Systems Integrator

Contact: Layla Barnes - +27615178408

Systems Analyst - Volunteer

Camarilla Holdings Pty (Ltd.)

02/2017 - 11/2019

Pretoria, South Africa

Information & communications technology solutions company

Achievements/Tasks

- Systems Analysis & Design Implementations
- Software Repairs, Upgrade & Maintenance
- Network Installations

Contact: Ntombizodwa Thwala - +27722375202

SKILLS

C#

Python

JavaScript

MySQL

HTML5

CSS3

PHP

.NET Framework

Visual Basic

Unity Engine

Blender

Xamarin

Visual Studio

Adobe Creative Cloud

Office 365

Power Apps

React

Angular

WordPress

PERSONAL PROJECTS

The Market's Eye - An eCommerce Website

(07/2019 - 11/2019)

- An online marketplace where university students can buy/sell items. Developed using HTML5, CSS3, Bootstrap, JavaScript, PHP, MySQL and Python.

Solar System - Game Simulation (12/2020 - Present)

- A detailed simulation of our solar system developed using Unity3D, .NET and C# scripts for enhanced audio & graphical display.

Catch Me If You Can! (01/2021 - Present)

- An enemy chase adventure game developed using Unity3D, Blender and C#. Built for cross-platform gaming.

ORGANIZATIONS

NEMISA (11/2020 - 03/2021)

Youth Programme

Free Code Camp (01/2021)

Online Software Programming Bootcamp

CERTIFICATES

Game Development in Unity3D (11/2020 - 03/2021)

HTML5 & CSS3 for Web Development

(02/2019 - 06/2019)

LANGUAGES

Engling

Native or Bilingual Proficiency

Afrikaans

Full Professional Proficiency

IsiZulu

Native or Bilingual Proficiency

Setswana

Full Professional Proficiency

INTERESTS

Augmented Reality

Internet of Things

3D Art

Live Gaming

Cinematography

Sculpting