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.

✉ iamoratile7@gmail.com   📱 +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/Ionic Developer
- WordPress Developer
- Software Testing

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 - +27789483995

SKILLS

C# · Python · JavaScript · MySQL · HTML5 · CSS3 · PHP · .NET Framework · Visual Basic · Unity Engine · Blender · Xamarin · Visual Studio · Adobe Creative Cloud · Microsoft Power Apps · MS Office 365 · React · Angular · WordPress

PERSONAL PROJECTS

The Market's Eye - An eCommerce Website (07/2019 - 11/2019)
- An online marketplace where gadget store owners can vendor items to tech-savvy buyers. 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 motion, 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 - 06/2021)
Youth Programme

Free Code Camp (01/2021)
Online Software Programming Bootcamp

CERTIFICATES

C# for Unity Game Development (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 · Cybernetics · Virtual Sculpting