

RACQUEL DENNISON

SOFTWARE DEVELOPER

 <https://github.com/RacquelNinaDennison>  racquelnina@gmail.com  <http://www.linkedin.com/in/racquel>

PROFILE INFO

I am a dedicated, passionate, industrious, and exceptionally driven professional. I derive immense satisfaction from resolving challenges and leveraging technology as an instrumental resource to facilitate my problem-solving endeavours. I enjoy working together in a team and always strive to do my best with whatever task I have been given. I love creating and developing experiences through software.

EDUCATION

2021 - 2023

UNIVERSITY OF CAPE TOWN

- BSc in Computer Science and Pure Mathematics (Cum laude)

2024-2025

UNIVERSITY OF CAPE TOWN

- BSc Honors in Computer Science (Cum laude)

2025-PRESENT

UNIVERSITY OF CAPE TOWN

- Masters by dissertation in Computer Science.

SKILLS

- Project Management
- Public Relations
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking
- Coaching

LANGUAGES

- Python
- C#
- Java
- Answer Set Programming

WORK EXPERIENCE

Sozo Labs

2024 - PRESENT

Junior Software Engineer

- Developed immersive interactive experiences using the Unity game engine.
- Built and maintained RESTful APIs with ASP.NET Core.
- Wrote performant C# scripts for game logic and backend services.
- Deployed and managed cloud infrastructure using AWS.

Elucidate AI

2023 - 2024

Software Engineering Fellow

- Designed, developed, and maintained API endpoints to supply real-time data to internal dashboards.
- Built and deployed a full-stack e-commerce application for the purchase and sale of diesel fuel.

Quantium

2023-2023

Junior Analyst (Internship)

- Performed data mining on bank statements to extract meaningful financial patterns.
- Assigned transaction categories to statements, creating labeled datasets for machine learning model training.

ACHIEVEMENTS

- Deans Merit List - 2021, 2022, 2023
- Bachelors with triple distinction
- Executive Committee, Outreach Manager for WICs - 2022
- GDSC Tech lead- 2023