

## Siyamthanda Maxwell Gxowa

Junior Software Engineer

in siyamthanda.maxwell.gxowa

**Profiles** 

SMGxowa1 Seeking a Junior Software Developer position where my technical skills and passion for **Summary** teamwork align with the company's culture of trust, transparency, and excellence in Agile software development. June 2023 - Jan 2024 **Experience George Municipality** Information Technology Intern George https://george.gov.za • Supported the day-to-day operations of Azure environments, including provisioning resources, managing identities, access, and monitoring Azure services for performance and security. • Experienced how to meet the support needs of a fast-paced technology company serving over 1000 members in the organization from IT professionals. Accomplished an understanding of computer hardware, operating systems, and applications through daily interactions and troubleshooting. Diagnosed network problems in an effective manner. • Acquired knowledge of application and update rollouts. University of The Western Cape Jan 2020 - Dec 2020 Lead Developer Cape Town https://www.uwc.ac.za/ • Implemented and optimized AR and 3D features according to the clients needs. • Assisted in the development of a mobile AR human anatomy using C# as the primary language. • Created and applied UI/UX designs using wireframes and mock-ups including MVP. Collaborated with a team using the agile methodology with weekly sprints. • Designed experiences, interactions and applications that support effective collaboration within Unity engine. **Education** CapaCiti February 2024 - Present Systems Development Learnership https://uvuafrica.com/capaciti/ Experienced Systems Development Learner with hands-on training in a variety of programming languages including Python, JavaScript, Java, SQL, SQLite, HTML, and CSS. University of The Western Cape Jan 2020 - Dec 2020 Postgraduate Diploma, e-skills Software Development June 2020 - Dec 2020 **Projects** Anat\_Hub An immersive AR mobile application that will assist learners and educators in studying and teaching the names, attachments, and actions of muscles of the human musculoskeletal system (upper and lower limbs). augmentedreality, SDK, 3D, C#, androiddevelopment References **Shadly Frans Tech Mentor** Shadly.Frans@capaciti.org.za Alfredo Meyer Senior Technician Alfredo.Meyer@george.gov.za Skills C# • • • 0 0 JavaScript • • • 0 0 Python • • • 0 0 Github • • • 0 0 MongoDB • • 0 0 0 Node.js • • 0 0 0 Git • • 0 0 0 **SQLlite** • • 0 0 0 Teamwork • • • • 0 Adability  $\bullet$   $\bullet$   $\bullet$   $\circ$ **Interests Sports** commitment, teamwork, discipline Certifications **LambdaTest Software Testing Professional Certificate** April 2024 LambdaTest https://www.linkedin.com/learning/certificates/3a2756085de24c173e80edf00ea32986a1cb0688230035fc4c9ba64bd46a456d **JavaScript Algorithms and Data Structures** August 2023 freeCodeCamp structures **AWS Certified Cloud Practitioner** August 2024 Amazon Web Services (AWS) https://www.credly.com/badges/8f5bc4a6-be5e-4eb9-8cd5-e72db3914b17/linked\_in\_profile **Golden Key International Award** 2021 Awards Golden Key International Honor Society https://www.goldenkey.org/ **Publications** A Novel Immersive Anatomy Education System (Anat\_Hub): Redefining Blended 2022 Learning for the Musculoskeletal System https://www.mdpi.com/2076-3417/12/11/5694 The aim of the study was to develop an immersive AR mobile application that will assist learners and educators in studying and teaching the names, attachments, and actions of muscles of the human musculoskeletal system (upper and lower limbs). Languages IsiXhosa Native •••• **English** Read, Write and Speak • • • •

**Afrikaans** 

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Read, Write and Speak