LEBOGANG **SEKWATI**

Full-stack web developer

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SUMMARY

I am a web developer specializing in creating dynamic and visually appealing websites. Proficient in HTML, CSS, JavaScript, as well as Node.js, Express and PostgreSQL. I thrive on turning concepts into engaging digital experiences. With a focus on user experience and accessibility, I ensure that my designs are responsive and intuitive. Constantly staying abreast of the latest technologies and trends, my attention to detail and commitment to delivering high-quality work make me a valuable asset to any development team.

CERTIFICATIONS

FREECODECAMP

- Javascript data structures and algorithms
- Responsive Web design

UMUZI.ORG

- NQF 5: IT Systems and Web Development (pending)

TECHNICAL SKILLS

- Git and Github
- HTML
- CSS
- Javascript
- Test Driven Development (Jasmine Unit Testing)
- PostgreSQL
- NodeJS
- REST APIs

EDUCATION

Steelcrest High School

2009 – 2013

PROFESSIONAL EXPERIENCE

Learner Web Developer

Umuzi.org March 2023 - March 2024

- Upskilled javascript skills daily
- Contributed to various projects relating to web development using javascript mainly but often included HTML, CSS, PostgreSQL and Node.js
- Learnt about the Agile Development process
- Temporary Pod leader: Was carefully selected to lead a few technical sessions focusing on Javascript Algorithms and Data Structures

KEY PROJECTS

Semitone difference advanced algorithm and gui

This was a four-part project that required me to code a game that allows players to guess the clockwise or anticlockwise distance between semitone notes arranged in a circle. These notes include some flat and some sharp ones. The project demanded an in-depth understanding of object-oriented programming, DOM manipulation, JavaScript data structures and algorithms, CSS elements, and HTML structuring.

The user can click on a button that generates two random notes positioned on the semitone circle. If the answer is correct or the user chooses to give up, the semitone circle is displayed with the selected notes highlighted. If they are wrong, they can simply guess again.

Memory game web app

This is a simple, self-explanatory memory game where the user simply has to select two random cards, whose colors will then be revealed. If they do not match, the cards will flip back and be hidden again; if they match, they remain visible, and the user can continue to guess other cards until all are revealed.

This project further required an understanding of git feature branching in order to develop different game features such as a timer, a counter for the number of flipped cards, and versions with easy, medium, and hard levels achieved by manipulating the grid sizes.