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PROFESSIONAL SUMMARY

I am a motivated Computer Science student with hands-on experience in full-stack web development, mobile application development, and game systems design. Proficient in MERN stack, Flutter, and Unity, with growing interests in data science and AI ethics.

TECHNICAL SKILLS

Programming Languages: C++, C#, JavaScript, Python

Web Development: React, Node.js, Express.js, MongoDB, HTML, CSS, Tailwind

Mobile & Game Development: Flutter, Unity, Unreal Engine (Blueprints)

Tools & Platforms: Git, GitHub, VS Code, SQL, Pandas, Vercel

EDUCATION

High School – Hoerskool Eslpark

BSc Computer Science – Eduvos, Midrand

Expected Graduation: April 2026

GPA: 78%

PROJECTS

Full-Stack E-Commerce Platform (MERN Stack)

Designed and developed a complete e-commerce system with admin panel and live inventory updates.

Abundant Rain Church Platform

Developed a dynamic full-stack church website allowing administrators to update sermons and events.

Website: https://abundantrainvoslooruscampus.org/

QND-Eventiques

Built a responsive event planning portfolio website.

Website: https://qnd-eventiques.vercel.app/

Mobile E-Commerce App (Flutter)

Created a functional mobile app deployed to a physical device using static data.

Game Development Projects

2D RPG Game (Unity) – inventory systems, NPC dialogue, autosave.

3D Action Game (Unreal Engine) – movement, combat, enemy AI (in progress).

LEADERSHIP & ACTIVITIES

Deputy President – Eduvos Coding Club

Google Developer Student Clubs Member

Hackathon Participant – 4th Place

CERTIFICATIONS & AWARDS

CompTIA Core Certified – 2025

Academic Excellence Award – Eduvos (2024/2025)