

# Gian Paolo (GP) BUFFO

STUDENT / SOFTWARE DEVELOPER



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## PROFILE

Hi! My name is Gian Paolo (or GP for short), and I am currently in my third year at the University of Pretoria – about to complete my undergraduate degree in BIS Multimedia. Why the degree choice? Well, it provided the perfect opportunity to combine my interest in programming with my love for all things visually striking and aesthetically appealing. When I'm not coding, I'm reading, hiking, learning Swedish or building PCs and putting them (and my wallet) to the test.

## AWARDS

- **Academic Honours (2011-2013)**, Pretoria Boys High School, *awarded to students who received an average of 80% or higher across all subjects.*
- **Dux Scholar (2010-2013)**, Pretoria Boys High School, *awarded each year to the top academic achiever within each grade (ie The student with the highest academic average).*
- **Valedictorian Speaker (2013)**, Pretoria Boys High School, *granted to a student who shows prowess in creative writing and academic speaking.*
- **Golden Key (2014-2015)**, Golden Key International Honours Society, *awarded to students who placed within the top 10% of their chosen field of study.*
- **Academic Excellence Award (2014-2015)**, University of Pretoria, *awarded to the top students in their chosen fields of study.*
  - 1<sup>st</sup> place in 2014
  - 2<sup>nd</sup> place in 2015

## EDUCATION & WORK EXPERIENCE

- **Pretoria Boys High School (2009-2013)**, Secondary Education
- **University of Pretoria (2014-2016)**, Undergraduate Degree – BIS Multimedia
- **University of Pretoria (2015-2016)**, Teaching Assistant (TA)
  - 2015 – Multimedia & Computer Science TA
  - 2016 – Computer Science & Visual Design TA
- **Teach Me 2 (2016)**, Accounting & English Tutor

## DEVELOPMENT & TECHNOLOGY EXPERIENCE

|      |        |                                       |
|------|--------|---------------------------------------|
| C++  | WebGL  | HTML, CSS, JavaScript, AngularJS, PHP |
| Java | Delphi | Unity3D                               |
| C#   | Git    | Photoshop, Flash, After Effects       |

## HOBBIES & INTERESTS

|        |              |                  |
|--------|--------------|------------------|
| Hiking | Reading      | Videogames       |
| Tennis | Building PCs | Learning Swedish |

## ACADEMIC RECORD

|   |              |
|---|--------------|
| <b>2014</b>   |              |
| Academic Information Management 101                                     | 88           |
| Program Design: Introduction 110  | 71           |
| Software Modelling 121  | 73           |
| Imperative Programming 132  | 86           |
| Multimedia: Mark-up Languages 110                                       | 97           |
| Multimedia: Multimedia for the Web 120                                  | 96           |
| Information Science: Introduction to Information Science 110            | 92           |
| Information Science: Organisation and Representation of Information 120 | 90           |
| Information Science: Information and Communication Technology 140       | 88           |
| Academic Literacy for Information Technology 121                        | 78           |
| Visual Design (1) 102   | 86           |
| Introduction to Computer Science 151                                    | 88           |
| <b>Cumulative weighted average</b>                                      | <b>85.50</b> |
| <b>2015</b>   |              |
| Data Structures and Algorithms 212                                      | 59           |
| Netcentric Computer Systems 216   | 82           |
| Operating Systems 222   | 73           |
| Concurrent Systems 226  | 76           |
| Multimedia: Advanced Mark-up Languages 210                              | 88           |
| Multimedia: Multimedia and Hypermedia Theory 211                        | 88           |
| Multimedia: Advanced Mark-up Languages 220                              | 95           |
| Community-Based Project 202   | 91           |
| Publishing 210  | 75           |
| Linear Algebra 126  | 72           |
| Visual Design (2) 202   | 83           |
| Computer Organisation and Architecture 284                              | 78           |
| <b>Cumulative weighted average</b>                                      | <b>82.38</b> |
| <b>2016</b>   |              |
| Software Engineering 301  | -            |
| Computer Networks 332   | 76           |
| Programming Languages 333   | -            |
| Computer Graphics 344   | 84           |
| Multimedia: Game Development Project 300                                | -            |
| Multimedia: Human-Computer Interaction 310                              | 82           |
| Multimedia: Trends  | -            |
| <b>Cumulative weighted average</b>                                      | <b>82.15</b> |