THANDEKILE NDLOVU CUMBANE

Software Developer

Personal profile

Result oriented, highly motivated, self-driven, smart, strong decision maker, critical thinker, creative designer, passionate and hungry to learn new technologies, strategies and processes, with a clear, logical mind and a practical approach to problem-solving, and a drive to see things through to completion and perfection.

EDUCATION

IT Academy
July 2018 – July 2019

Udemy
February 2020 - September 2020

LANGUAGES

JavaScript
HTML5
CSS3
TypeScript
Java

FRAMEWORKS

Angular
Bootstrap

SKILLS

JavaScript

- Understanding of Data Types, Operators, Variables and Scope.
- Working with Control Structures.
- Working with Data Structures.
- Working with Objects, Classes, Constructors and Prototypes.
- Synchronous Programming.
- Asynchronous Programming, Callbacks and Promises.
- Querying the DOM, creating and updating DOM elements, producing dynamic HTML content and CSS styling.
- Working with Templates.
- Handling Events.
- Handling Forms and responding to user input.
- Utilizing Browser Storage.
- Working with Http Requests and Response and the Rest API.
- Procedural and Functional programming.
- Object Oriented Programming with Objects and Classes.
- Modular Programming, setting up an npm project and working with npm Packages.
- Checking code quality with ESLint.
- Bundling up code with Webpack.
- Determining Browser Support and using Polyfills.
- Transpiling Code with Babel.
- Code optimization, Security and building for Production with Webpack.
- Versioning control with GIT.
- Deploying Code.

Angular

- Creating and working with Components and Templates.
- Good understanding of Data binding, Property binding, String Interpolation and Event binding.
- Working with Directives.
- Accessing the Template and DOM.
- Using Services and Dependency Injection.
- Working with Routing.
- Working with Observables.
- Handling Forms (Template-Driven and Reactive approach).
- Using Pipes to transform output.
- Making HTTP Requests.
- Authentication and Route Protection.
- Optimizing and Deploying an Angular App.

HTML5

- Creating a web page.
- Creating HTML elements.
- Implementing Navigation.
- Working with Images, Videos and Audios.
- Creating and working with Tables and Forms.

CSS3

- Laying out a web page.
- Creating style rules for different html elements.
- Controlling the Position and Layout of elements.
- Styling Lists, Tables and Forms.
- Controlling the size and alignment of images.
- Making Transformations and Animations.
- Creating Mobile-First Application Layouts.

Java

- Understanding of Data Types, Operators, Objects, Variables and Scope.
- Working with Control Structures, Data Structures and Algorithms.
- Creating Classes and methods.
- Building a Swing interface.
- Arranging components on a Graphical User Interface.
- Responding to user input.
- Developing Swing Applications.
- Working with Input Streams and Output Streams and the File System.
- Networking through HTTP, FTP and Sockets.
- Accessing Relational Databases with SQL and JDBC.

PROJECTS

KIDS LEARNING APP

Type: JavaScript Web Application
Languages: JavaScript, Html, CSS
Technologies: Webpack, npm, ESLint, Bootstrap, Git

A highly interactive web application designed to help children develop basic Math and English skills through reading and writing, answering questions and quizzes, and solving puzzles.

RECIPE BOOK APP

Type: Angular Web Application
Languages: Angular JavaScript, Html, CSS
Technologies: npm, Bootstrap, Git, FireBase, Github

A recipe book application that allows a user to create and manage their own recipe book and store it in a database, and also create and manage their shopping list.

ENGLISH COMPREHENSION APP

Type: Angular Web Application
Languages: JavaScript, Angular, Html, CSS
Technologies: npm Bootstrap, Git, Firebase, Github, Bitbucket

A dynamic website designed for users to read stories, answer comprehension questions write and store their own stories.