Thomas Shikalepo Deon

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OBJECTIVE

Motivated second-year Computer Science student at the Namibia University of Science and Technology, aspiring to secure a software engineering internship at Nedbank Namibia. With a strong foundation in programming languages such as Python and Java and hands-on experience in web development (HTML, CSS, and JavaScript), I am eager to apply my skills to real-world projects. Dedicated to learning, innovation, and collaboration, I aim to contribute to the development of impactful software solutions while gaining practical industry experience.

SKILLS

| Skill Category | <u>Skills</u> | Proficiency Level |
|------------------------------|--------------------------------|----------------------------------|
| • Front-End | o HTML | Intermediate |
| | o CSS | Intermediate |
| | JavaScript | o basic |
| | | |
| Back-End | o Ballerina | intermediate |
| | o PHP | o basic |
| | o java | Intermediate |
| | Python | Intermediate |
| | | |
| Database | o SQ L | Intermediate |
| | - | |

EDUCATION

Namibia University of Science and technology:

Computer Science, Software Engineering

A Shipena Secondary school:

- 41 points in grade 12
- 37 points in grade 11

Certifications:

CCNA1 (Cisco Certified Network Associate): Basic switching and routing

• CCNA2 (In Progress): Switching, Routing, and Wireless Essentials

PROJECTS

Micrograd Implementation and Development

- Built a lightweight autodiff engine inspired by Micrograd to simulate neural network operations.
- Implemented forward and backward propagation for gradient-based learning in a custom computational graph.
- Optimized machine learning workflows using Python and libraries such as NumPy, Matplotlib, and Graphviz for visualization and computation.
- Demonstrated expertise in implementing neural network foundations, including gradient descent and optimization techniques.

Football Match Analysis Using AI and Computer Vision

- Developed a video analysis system to detect and track players, referees, and footballs using YOLO for real-time object detection.
- Enhanced detection accuracy by training the YOLO model with custom datasets.
- Segmented and clustered players into teams using K-means, enabling the model to differentiate between teams and analyze ball possession percentages.
- Implemented player and referee tracking, distinguishing roles and teams during match analysis.
- Applied optical flow and perspective transformation to measure movements and convert pixel data into real-world metrics like speed and distance covered.
- Tackled real-world challenges, integrating computer vision, clustering, and object tracking for advanced sports analytics.

Kafka logistic system

- Designed an Apache Kafka logistic system using Ballerina as the backend.
- Implemented features for standard, express, and international shipping options.
- Utilized Kafka as middleware to efficiently handle logistics, managing data through various topics.

Personal Website

- Developed a personal website using HTML, CSS, and JavaScript to showcase my skills and projects.
- Designed a user-friendly interface to enhance user experience and accessibility.
- Implemented responsive design techniques to ensure compatibility across various devices and screen sizes.

INTEREST

Coding

• Passionate about software development and continually improving programming skills.

Data Analysis

 Enthusiastic about data-driven decision-making and analytics, particularly in educational contexts.

Web Development

• Keen on creating interactive and user-friendly web applications.

Social Impact Projects

• Committed to leveraging technology for social good, as evidenced by developing solutions to improve public safety in Namibia.