

Hadley Booysen


Software Developer | Mobile & Web Applications

 **Profile** <https://trynagiteducated.github.io/my-portfolio/>

 **GitHub** github.com/TrynaGITEducated

 **LinkedIn** <https://www.linkedin.com/in/hadley-booysen-515a972b9/>

 **Email** booysenhs1998@gmail.com

 **Phone** +(27) 72 411 9342

PROFESSIONAL SUMMARY

Detail-oriented software developer with hands-on experience in full-stack mobile and web application development. Proficient in debugging complex issues, enhancing UI/UX, and building robust systems using React, React-Native, Java, C# and JavaScript. Proven ability to lead teams and deliver projects successfully in an agile environment. Passionate about leveraging cloud technologies and modern frameworks to create efficient, user-friendly applications.

TECHNICAL SKILLS

Languages	Java, Python, SQL, JavaScript, C#
Frameworks & Libraries	React, React Native, .NET
Tools and IDEs	GitHub, Git, Gitlab, NetBeans, IntelliJ, PyCharm, VS Code, Figma, Visual Studio
Platforms and Services	REST APIs (Integration and Consumption in Springboot), Firebase (Firestore, Auth, Functions)
Concepts	Agile, Debugging, UI/UX improvement

SOFT SKILLS

- Technical coordination
- Team Leadership
- Project Management
- Agile collaboration

PROFESSIONAL EXPERIENCE

Intern Software Developer | Plum Systems | 2025

- Debugged and resolved critical issues in React-Native mobile applications, improving overall user experience through improving application interface.
- Enhanced UI/UX components and fixed front-end bugs to yield a more intuitive and responsive interface
- Debugged and optimized backend services and APIs using C#, contributing to improved performance.
- Collaborated effectively within a team using GitLab for version control and continuous integration.
- Performed unit and integration testing to ensure feature reliability.

Project Manager and Developer| QuickBite Capstone Project | 2025

- Spearheaded a 6-person team in end-to-end development and successful on-time delivery of “QuickBite”, a react-native and firebase pre-order cafeteria system
- Managed project timelines, delegated tasks using GitHub and facilitated daily stand-ups, ensuring timely delivery.

- Authored and maintained all project documentation, including technical specs and user guides, while facilitating clear communication with stakeholders.
- Contributed technically to both front-end (React-Native) and back-end (Firebase) development.

Teacher’s Assistant (TA) | Wittedrif Primary School | 2021 - 2022

- Managed the school’s computer lab, ensuring all systems were operational for daily use
- Provided technical support and troubleshooting for hardware and software issues for staff and students, developing strong problem-solving skills.

PROJECTS

QuickBite Cafeteria System

- Developed a full-stack mobile application using React-Native and firebase for pre-ordering meals, significantly reducing cafeteria wait time and streamlining internal cafeteria management.
- **Technologies:** React-Native, JavaScript, Firebase (Auth, FireStore) and Firebase functions for email services.

Shzapp Shopping assistant

- Developed a comprehensive shopping assistant application to streamline the in-store experience by digitizing product lists, totals and receipts.
- Implemented advanced features including QR code scanning, purchase history analytics to visualize shopping trends, and geolocation to find nearby stores.
- **Technologies:** React-Native, Expo, Firebase

Explore other coding projects and contributions on my GitHub: github.com/TrynaGITEducated

ACTIVITIES AND CERTIFICATIONS

HUAWEI ICT COMPETITION | Participant, Cloud Track | 2024-2025

INTERESTS

- Exploring emerging technologies in Cloud Computing, AI and IoT
- Open-source contributions and continuous learning of new programming frameworks