



Tumelo Mahlangu

Software Developer

I am a self taught software developer. I began programming in 2018 and since then I have deeply learned the following tools: Python, Html, Css and JavaScript, C# and Unity Game Engine, React. I am deeply passionate about programming and problem solving and keep refining my skills with the goal of becoming the best in the industry

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📍 Katlehoong, South Africa

🌐 github.com/UnityGameDesign-max

WORK EXPERIENCE

co-Founder Germiston

09/2020 - Present

South Africa

I am a co-founder and a frontend Developer of a tech start-up company called IBS(integrated business System), which we are developing a cloud based accounting software.

Completed stages in our development phase

- co-founder and a Frontend developer

Contact: Tumelo - 0629292602

EDUCATION

BSc Computational And Applied Maths University of the Witwatersrand

02/2017 - 12/2019

South Africa

Computational And Applied Mathematics

- I started at the university 2017, I did 2 years and discovered that I have passion for software. So I took time off to craft my software development skills.

SKILLS

Problem solving

Teamwork

Design user Interface

Analytical Skills

Critical thinking

PERSONAL PROJECTS

Cloud Based Accounting Software (09/2020 - Present)

- I have been involved in making an accounting software for small and medium sized businesses. The aim of the software was to make it user friendly with non-accounting expertise. The software automate most accounting tasks and presents financial information in a professional manner, inline with accounting standards

Amazon-Clone (11/2021 - Present)

- I made the Amazon-clone the famous e-commerce store that is known world wide. I started making the project after I learned ReactJs . A JavaScript library for making user interfaces.

ScoopDeBall Game (06/2019 - 04/2020)

- The Project was inspired by an old game that was played mostly in Africa. The game is another version of a hide and seek that involves the protection of the ball by the seeker. The project was made by Unity Game Engine and C#

Instagram-Clone (12/2021 - Present)

- The project was inspired while learning the Google Firebase tools for backend services and hosting, I wanted learn an efficient way of creating a full backend without using many tools and resources

ACHIEVEMENTS

Bursary For my studies (12/2017 - 01/2019)

The Bursary I got at Ekurhuleni Mayoral

Competition in Mathematics (07/2015 - 07/2015)

This was back in high school where I won a computer device(Tablet) in a mathematics competition

LANGUAGES

English

Full Professional Proficiency

IsiZulu

Full Professional Proficiency

INTERESTS

Playing video Games

Business

technology