Andreas von Holy

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WORK EXPERIENCE

FEB 2016 - PRESENT	**3rd Year Tutor at the UNIVERSITY OF CAPE TOWN** Assist in weekly practicals, mark assignments and tests and have 5 groups of pupils assigned to me for guidance in their end of year projects.
JUN 2014 - PRESENT	**Mathematics Tutor at CAPE TOWN TUTORS** I tutored a variety in grades and subjects, mainly focused on Mathematics for Grade 9 and higher.
NOV 2014 - DEC 2014	**Intern at RGB APPLICATIONS** I created a mobile Android racing game using the libGDX Game Development framework.
JUN 2014 - OCT 2014	**Data Capturer at ORDERIN** I worked with the OrderIn admin portal to create menus for various restaurants.
FEB 2014 - JUN 2015	**1st Year Tutor at the UNIVERSITY OF CAPE TOWN** Duties included assisting in tutorials, practical tests, marking tests, marking assignments, invigilating tests, giving advice, being a role model, promoting good coding style and providing a knowledgeable environment.

EDUCATION

PRESENT	BSc Honours in Computer Science **University of Cape Town**
2013 - 2015	BSc in Computer Science and Computer Games Development **University of Cape Town** Both majors awarded with distinction

SCHOLARSHIPS AND CERTIFICATES

2016	National Research Fund Merit Award Scholarship for Honours Degree
2015	Dean's Merit List

DEVELOPMENT

Programming Languages:	Develop primarily in Python, Java and C++.
Frameworks	Honours project is being developed using Django, AngularJS with Bootstrap. Unity and libGDX used for Game Development.
Operating Systems	Primarily work with Windows and Ubuntu.

Links to projects and GitHub can be found here: www.andreasvonholy.com

EXTRACURRICULAR

2013	Member of the UCT Cycling and UCT Athletics Club Would have weekly cycling sessions and participate in events. Athletics included training sessions each week and competed in inter-varsity cups and tournaments.