

KYLE CHAPMAN

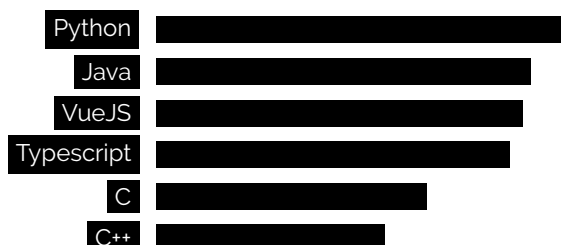
BSc Honours Student

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WHO AM I?

I am a diligent, organized, quick learner and an extremely hard-working person who can keep calm under pressure. I enjoy taking on challenging projects as this allows me to grow and better myself as both a developer and a person. I enjoy learning new programming languages as this allows me to be more flexible when developing software. I am currently interested in learning more about C++, Golang and VueJS.



EXPERIENCE

- 12/2019 – 1/2020 **Web Development Internship** VASTech (Pty) Ltd.
I worked on a visualization for geospatial data using OpenLayers, which allowed a user to interact with a map of the world. Various data points could be plotted and played around with in order to visualize specific elements of the data points. I learnt a lot about Vue as a whole, how to integrate OpenLayers with Vue and all the quirks of Javascript/Typescript development.
VueJS / Javascript / Typescript / OpenLayers
- 6/2019 – 7/2019 **Python Internship** VASTech (Pty) Ltd.
I worked on a speaker identification program, which took in an audio recording of multiple people speaking and output a separate folder for each speaker in that audio recording. I learnt a lot about the interaction between Python and REST APIs, and how to apply various alterations to audio so that the voices could be separated.
Python / REST / cURL

EDUCATION

- 2020 – present **Honours Degreee in Computer Science (BScHons)** Stellenbosch University
I am currently in my final year of a BScHons in Mathematical Sciences, Computer Science degree.
- 2017 – 2019 **Bachelor's Degree in Computer Science (BSc)** Stellenbosch University
Completed my Bachelor's Degree in November 2019.
- 2004 – 2016 **Junior & High School** South African College School (SACS)
Matriculated with a NSC Bachelor Pass and achieved the following six distinctions:
- English
- Mathematics
- Information Technology
- Life Sciences
- Geography
- Life Orientation

LANGUAGES

English - native
Afrikaans - rudimentary

HOBBIES

I enjoying playing video games and watching series.

SIDE PROJECT

I am currently working on a Vulkan game engine written in C++.