

KYLE CHAPMAN

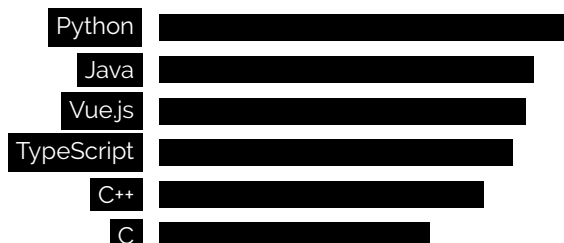
Software Developer

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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. At the present moment, I am interested in learning more about C++ and TypeScript.



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.
Vue.js / 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

- 1/2020 – 12/2020 **Bachelor of Science Honours degree in Computer Science (BScHons)** Stellenbosch University
My honours project was a full-stack website that could host concurrent tournaments relating to the game Othello. I developed the front-end using Vue.js and TypeScript and the backend using Neo4j for the database and Python for the REST API. I wrote a script, in Golang, that analysed the data in the database to check for any updates to the tournaments. If a new tournament was started, the script would set up the necessary Docker containers to host the tournament and persist the result to the database.
- 1/2017 – 12/2019 **Bachelor of Science degree in Computer Science (BSc)** Stellenbosch University
- 2016 **High School** South African College School (SACS)
I matriculated with an NSC Bachelor Pass.

LANGUAGES

English - native
Afrikaans - rudimentary

HOBBIES

I enjoy working out and playing video games.

SIDE PROJECT

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