



Kyle Vine Chapman

Full Stack Software Developer

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📍 Cape Town, South Africa

Summary

I am a full stack software developer with over 3 years experience writing performant, visually appealing frontends and secure, robust backends. I enjoy taking on any challenges that come my way and I take great pride in the software I write. A strength of mine is that I always get my work done in the given time frame, and a weakness of mine is that I am a bit of a perfectionist. By nature, I am an analytical, fast learner who enjoys problem solving.

Experience

Full Stack Software Developer

Feb 2021 – Present

ydangle apps – Cape Town, South Africa

I am part of a team that is developing a 3D, social website that allows users to interact with one another in a shared environment.

Some of my accomplishments include:

- Creating an Editor that allows users to edit worlds together in real-time
- Building a chat system from the ground up, with features such as threads, emoji reactions and groups
- Overhauled the entire user interface and user experience to be more clear and understandable for new users
- Implementing third-party integrations, such as Slack, Teams and Sketchfab

Some of my responsibilities include:

- Implement new features
- Create secure backend REST APIs
- Head of code review
- Onboard new employees

Technologies: React, JavaScript, TypeScript, three.js, Node.js, Python, Firebase

Personal details

Nationality

South African

Website

<https://kylechapman.netlify.app/>

LinkedIn

<https://www.linkedin.com/in/kyle-chapman-87062730/>

Skills

React



JavaScript



TypeScript



Python



Golang

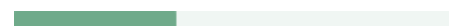


Languages

English



Afrikaans



Dutch



Computer Science Tutor

Feb 2020 - Nov 2020

Stellenbosch University - Stellenbosch, South Africa

I was a tutor for second-year university students attending Stellenbosch University. All of my students passed their final exams with ease, and one student went from a 36% average to a 58% average for their module.

Some of my responsibilities included:

- Assisted students with understanding the course work (specifically backend-related tasks and concurrency)
- Assisting lecturers prepare course content
- Creating mock exam papers for my students

Education

BSc Honours in Computer Science

Jan 2017 - Nov 2020

Stellenbosch University - Stellenbosch, South Africa

I achieved a Bachelor of Science Honours degree in Mathematical Sciences, specialising in Computer Science, with a focus on full stack software development.

Personal projects

Carbon Engine (C++, Vulkan, GLFW, CMake, Travis & AppVeyor CI)

I wrote a very basic game engine from the ground up in C++ and Vulkan, without knowing either of them before starting the project.

The goal was to learn as much as possible about both C++ and Vulkan, as well as how game engines are made and how much needs to be considered to do something as simple as drawing a 2D triangle on the screen. You can view the source code [here](#).

Personal Website (Vue.js, TypeScript, Python, REST API, CircleCI)

I wrote a website that I use as an extension of my CV, which explains a little more about myself on a personal level.

The goal was to use my knowledge of web development to create a website where I could showcase what I have to offer and which personal projects I have worked on, as well as learning how to deploy a website so that it is publicly accessible. You can view the source code [here](#).

Hobbies

- Going to the gym
- Playing video games
- Hiking