

Curriculum Vitae

PERSONAL INFORMATION



Name	Kyle Vine Chapman
Nationality	South African
Date of Birth	18 December 1998
Languages	English (Native) Afrikaans (Intermediate) Dutch (Basic)

SUMMARY

I am an ambitious person who has a deep passion for technology and really enjoys taking on any challenges that come my way. I work well under pressure and take great pride in the code I write, making sure it is clean, performant and maintainable. I am really interested in learning new things and enjoy working in a team where ideas can flow freely and knowledge can be shared amongst each other. As technology advances at a rapid rate, I am always eager to embrace new tools, languages and frameworks that can help expand my knowledge and make me a better developer.

In my current role, I have learnt a lot about how to work efficiently in a team environment, how to manage my time effectively so that I deliver the best possible product in the given timeframe, and how to manage expectations, both for myself and for my manager.

For my next role, I am looking to relocate to the Netherlands, which appeals to me because of the amazing architecture, rich culture and great work-life balance. I am also really intrigued with the Dutch language, and I am actively learning it so that I can become a part of the community. It is my dream to live there one day, and I will do everything I can to make that a reality.

I am most experienced in fullstack web technologies, such as:

- React, Vue
- JavaScript and TypeScript
- Node.js
- Python
- Neo4j, Firebase and SQLite
- HTML and CSS

COURSES AND QUALIFICATIONS

- **Bachelor of Science Honours** in Mathematical Sciences majoring in Computer Science, completed in 2020 at Stellenbosch University
- Udemey course in **React with Redux**

SKILLS

*Scale: 1. Beginner 2. Basic 3. Sufficient 4. Experienced 5. Expert

Technology	Years working experience	*Level	Last used
Development Languages and Frameworks			
React	3	4	Currently using
JavaScript	3	4	Currently using
TypeScript	3	4	Currently using
Python	6	4	Currently using
Redux	1	3	2023
PHP	1	3	2023
Vue	1	3	2022
Golang	1	3	2020
Java	5	3	2020
C++	1	2	2021
Databases			
Firebase	3	4	Currently using
Neo4j	1	4	2020
SQLite	1	3	2023
Development Tools and Methodologies			
Git	6	5	Currently using
Webpack	3	3	Currently using
Vite	1	3	2023
Docker	1	3	2020
Applications and Tools			
Visual Studio Code	5	4	Currently using
Postman	3	4	Currently using
Methodologies			
Agile	3	4	Currently using

EMPLOYMENT HISTORY

Company ydangle apps, Cape Town (South Africa)

Date February 2021 to Present

Industry Technology

Role Full Stack Software Engineer

Description

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. Environments can be created by users and are fully customizable, from the skybox to the audio you hear when walking up to something, which allows for truly unique experiences that cannot be found elsewhere. We use our own implementation of spatial audio that plays sounds relative to where you are in the environment, making it feel more like reality.

Our main focus is to make it easy for users to attend events and social gatherings from the comfort of their own home, through our 3D website. Our platform is designed to host thousands of concurrent users in a single environment at any given moment.

Some of my contributions so far have been to solely implement a new chat system (with features such as reactions, threads, groups etc.), rewrite the logic for our editor tools (allowing users more control over how they want their environment to look and feel), add multiple third-party integrations (Slack, Teams, Sketchfab, etc.) and update the UX and UI to ensure a smooth and visually-appealing experience.

Responsibilities

- Implement new features
- Fix existing issues
- Create secure backend APIs
- Write test cases
- Perform code review
- Create production builds
- Write developer documentation
- Perform QA testing
- Onboard new employees

Technologies

- React
- JavaScript and TypeScript
- Python, Node.js
- three.js
- Firebase
- GitHub
- Shortcut and Forecast (ticket management)
- Slack (communication)

Company **Stellenbosch University**, Stellenbosch (South Africa)
Date February 2020 to November 2020
Industry Academia
Role Computer Science Tutor

Responsibilities

I assisted students that needed extra help with their Computer Science modules by having one-on-one lessons and going over past papers with them. I made sure they understood the work, instead of just memorising it, so that they were confident in their knowledge and well prepared for their exams. All of the students that I helped managed to pass their Computer Science modules with ease.

PERSONAL PROJECTS

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

I wrote a very basic game engine from scratch 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 being able to make something that could potentially be useful to other people. One of the toughest challenges was learning C++, as it is a language that is very versatile, but also very easy to forget to free a pointer and eventually crash the entire application (definitely not talking from experience here). I learnt a lot about 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, TypeScript)

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](#).

Discord Bot (JavaScript, Discord API)

I wrote a Discord bot to view the statistics of any player in the video game, "Tom Clancy's Rainbow Six Siege". Using the bot, you can view the statistics of any player, such as current rank, kill/death ratio, win/loss ratio and much more. The goal was to use my knowledge of web technologies to create a bot that can take in user input, and display a neatly-formatted output, all from within the Discord application. One of the toughest challenges was finding the necessary information for my bot to display, since the documentation for the APIs were almost non-existent. Through a lot of trial and error, I managed to find out what parameters I needed to pass in and what the end results looked like. You can view the source code [here](#).