

Taboka Chloe Dube

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An ambitious and innovative Computer Science graduate passionate about using technology to solve real-world problems. Skilled in programming, data analysis, and software development with hands-on experience in Java, Python, JavaScript, SQL, HTML and CSS. Adept at collaborating in diverse environments and driving creative solutions for technical challenges.

Education

Bachelor of Science in Computer Science and Computational & Applied Mathematics

University of the Witwatersrand (2022–2024)

- Specialized in software development, data structures, and numerical methods.
- Developed academic projects using Azure, Firebase, Tailwind CSS, Javascript, Java, Android Studio, Python and C++.

National Senior Certificate

Grace Trinity School for Girls (2017–2021)

- Achieved 4 distinctions (Biology, Mathematics, History, Life Orientation) with an 80% average.
- Earned Full Academic and Leadership Colors; participated in theatre, Drum-Majorettes, and Netball.

Skills & Abilities

- **Programming Languages:** C++, Java, Python, SQL, JavaScript, R
- **Web Development:** HTML, CSS, Tailwind CSS
- **Tools & Platforms:** Firebase, Microsoft Azure, Linux, Android Studio, Jest, Github CI/CD, Tableau
- **Soft Skills:** Problem Solving, Leadership, Team Collaboration, Flexibility, Determination

Experience

First Year Experience Mentor

University of the Witwatersrand (Feb, 2024–Nov, 2024)

- Facilitated a smooth transition for a number of first-year students into university life.
- Enhanced leadership and teamwork skills by engaging with diverse groups.
- Advocated for mental health awareness and peer support.

Tutor

HR Academy (Aug, 2024–Present)

- Provide one-on-one tutoring sessions to improve student performance.
- Create an engaging learning environment to support student understanding.

Certifications

- **Google Data Analytics**
- **Alibaba Cloud Certified Associate**

Projects

Woofer Project (May 2023)

- Developed a social media app inspired by Twitter using Java, MySQL and PHP on Android Studio.
- Enabled users to create status updates and manage friend connections.

Staff Relations Management (May 2024)

- Built a centralized platform using JavaScript, Firebase, and Azure to enhance staff productivity and promote corporate mental health awareness.

Campus Infrastructure Management (Aug–Nov 2024)

- Designed a venue booking and maintenance management system with Azure, Firebase, Javascript and Tailwind CSS, featuring convenient dashboards and notifications.

Game Projects

- Created multiple algorithm-based games:
 - *Snake AI*: Developed in Java, featuring pathfinding logic for optimal moves.
 - *Maze Solver*: Utilized Breadth-First Search in C++ to identify shortest paths.
 - *Sudoku*: Employed Depth-First Search in C++ to solve a 9x9 sudoku puzzle.
 - *Wordle Game*: Built in Python, inspired by the New York Times' Wordle.