

**Skills/ Softwares:**

Java	Quantitative Techniques	MySQL
HTML	Databases	Node JS
CSS	MongoDB	Python
JavaScript	VS Code	Netbeans

**Education:**

Degree	University/Board	Institution	Year	AVERAGE/%
IT in Business Systems	Rosebank college	IIE	1	75,75
IT in Business Systems	Rosebank college	IIE	2*	72,75*

**\*Year 2 not complete yet**

**Learnings:**

- Programming: I can code in Java & Python for various applications.
- Web development: I can design and develop user-friendly and responsive websites with HTML, CSS, JavaScript, etc.
- Databases: I can use SQL to create and query databases efficiently.
- Programming logic & design: I can use logic and algorithms to solve problems and design optimal solutions.

**Academic Projects**

*January 2022 to Present*

**Quantitative Techniques**

1. Develop a mathematical model to predict the sales of a new product using historical sales data and other relevant factors.
2. Use statistical analysis to identify trends in customer behavior and segment customers into different groups based on their needs and preferences.
3. Create a financial model to evaluate the feasibility of a new business venture, taking into account the costs, revenues, and risks involved.

**Programming Logic and Design**

1. Design and implement a software application to solve a real-world problem, such as a system to manage student records or a program to track inventory levels.
2. Develop a game or simulation using a programming language such as Python or Java, such as a game to teach children basic math concepts or a simulation to model the spread of a disease.
3. Create a web application using HTML, CSS, and JavaScript, such as a website for a small business or a social networking site for students.

**Programming 1A**

1. Write a program to solve a classic algorithm problem, such as sorting a list of numbers or finding the shortest path between two points in a graph.
2. Develop a program to process and analyse a dataset, such as a program to read and summarize a CSV file or a program to perform statistical analysis on a set of data.
3. Create a program to interact with a hardware device, such as a program to turn on and off an LED light or a program to read data from a sensor.

**IT Professional Practice**

1. Develop a risk management plan for an IT project, identifying potential risks and developing strategies to mitigate them.
2. Create a change management plan for an IT project, outlining how changes will be proposed, approved, and implemented.
3. Develop a disaster recovery plan for an IT infrastructure, specifying how the infrastructure will be recovered in the event of a disaster.

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## Web Development (Introduction)

1. Create a simple website using HTML, CSS, and JavaScript, such as a website for a personal portfolio or a website for a small club or organization.
2. Develop a dynamic website using a server-side programming language such as PHP or Python, such as a website with a blog or a website with a product catalog.
3. Create a database-driven website using a content management system such as WordPress or Drupal, such as a website for a news organization or a website for an e-commerce store.

## System Analysis and Design

1. Develop a use case diagram and user flow for a new software application, identifying the different actors that will interact with the system and the steps they will follow to complete their tasks.
2. Create a data flow diagram for a new software application, depicting how data will flow through the system.
3. Develop an entity-relationship diagram for a new database, identifying the different entities in the system and their relationships to each other.

## Academic Achievements:

### Quantitative Techniques

- Solve a math problem using calculus or linear algebra.
- Analyse a dataset using statistical methods.
- Create a financial model using Excel or Google Sheets.

### Programming Logic and Design

- Write a program to play a simple game, such as tic-tac-toe or rock-paper-scissors.
- Develop a program to solve a common programming problem, such as finding the maximum value in an array or reversing a string.
- Create a web application to display a simple message or perform a basic task.

### Programming 1A

- Write a program to read and write a file.
- Develop a program to sort a list of data.
- Create a program to perform a database query.

### IT Professional Practice

- Identify and mitigate potential risks to an IT project.
- Create a plan for managing changes to an IT system.
- Develop a backup and recovery plan for an IT infrastructure.

## Web Development (Introduction)

- Create a simple web page using HTML and CSS.
- Add interactivity to a web page using JavaScript.
- Deploy a web application to a web server.

## System Analysis and Design

- Draw a flowchart to illustrate the steps involved in a business process.
- Create a database schema for a simple application.
- Design a user interface for a software application.

## Extracurriculars/ Hobbies:

- Film Making
- Football
- Fantasy Premier League
- Reading
- Youth

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- Making websites for clients.