Diya Budhia

ASPIRING SOFTWARE ENGINEER

Aspiring software engineer and final-year Computer Science student. Passionate about solving real-world problems, thinking outside the box and providing a fun and clean user experience. Experienced in collaborating with teams to produce efficient code for the problem at hand.

EDUCATION

Marists Brothers Linmeyer (2017-2021)
- Bachelor Pass

University of Pretoria (2022-Present)
- BSc Computer Science

CONTACT

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in [LinkedIn](#)

 [GitHub](#)

📞 083 607 3482

📍 Johannesburg, Gauteng, South Africa

INTERESTS

- Game Development
- Artificial Intelligence
- Machine Learning
- Restful APIs

HOBBIES

- Running, Hiking and Gym
- Drumming
- Solving Logical Puzzles
- Board Games
- Painting, Digital Art and Drawing

RELEVENT COURSEWORK

- Artificial Intelligence
- Software Engineering
- Data Structures and Algorithms
- Concurrent Systems
- Theoretical Computer Science
- Database Systems
- Software Modelling

SKILLS

Soft Skills
- Strong Problem-solving ability
- Learning Agility
- Team Collaboration and Leadership
- Time Management
- Creative Expertise
- Excellent Communication

Technical Skills
- Object-oriented Programming
- API Development and Integration
- Full Stack Development
- Git Version Control
- Data Structures and Algorithms
- Database Design and Implementation
- Backend Testing
- UX/UI Design

PROGRAMMING LANGUAGES

Language	Level	Language	Level
Java	●●●●●	SQL	●●●●●
C++	●●●●○	JavaScript	●●●●○
Python	●●●●○	HTML/CSS	●●●●●

FRAMEWORKS

Framework	Level	Framework	Level
React	●●●●○	Tailwind CSS	●●●○○
Node.js	●●●●○		

ACHIEVEMENTS

*Placed Top 5 for Entelect's 'University Cup' 2 Hackathon - **2025***

*Academic Full Colours - **2021***
- Awarded for consistent academic excellence:
  - Achieved an average above 80% in Grades 8 and 9
  - Maintained an average above 75% in Grades 10, 11
  - Achieved an average above 70% in Grade 12

*Cross Country Half Colours - **2020***
- Represented the Southern District in interdistrict races consecutively from Grade 8 to Grade 11

*Eisteddfod Half Colours - **2020***
- Qualified for the first round of the National Eisteddfod for solo drumming
- Achieved Diplomas in multiple visual art categories, including:
  - Watercolour prepared art (Won 'Item Winner')
  - Pencil prepared art
  - Unprepared art
  - Pen prepared art

EXPERIENCE

*Co-founder and Developer of Street Smartz - **Current***
- Selected to participate in conceptulizing, developing and deploying a mobile app that is targeted to South African youth to raise awareness about bodily safety and speaking up.

*Academic Mentor - **2024***
- Mentored 30+ students by providing academic guidance, assisting with project planning, and facilitating problem-solving throughout the module.

Code for a Girl Course : Vodacom
- Selected to embark on a course which focused on developing basic HTML/CSS skills for women in STEM.