

SICELWESIHLE MYEZA

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Summary

I am a BSc Computer Science graduate from Wits (2025). During my internship, I wrote unit tests, integrated RESTful APIs, and automated data pipelines. I am now eager to apply my technical skills and passion for innovation in a challenging, growth-oriented Junior Developer role on a South African tech team.

Education

University of the Witwatersrand

Bachelor of Science in Computer Science

Johannesburg, Gauteng

Jan 2020 – Dec 2024

- Majors: Computer Science and Computer Applications.
- Relevant Coursework: Software Design; Database Fundamentals; Operating Systems & Systems Programming; Advanced Analysis of Algorithms; Computer Graphics and Visualization; Machine Learning; Parallel Computing & Computer Networks.

Experience

Software Developer Intern

University of the Witwatersrand

Braamfontein, Gauteng

Apr 2024 – Nov 2024

- Developed secure enterprise systems for the Wits Research Office, enhancing data security and efficiency.
- Programmed and maintained unit and integration tests.
- Designed and implemented RESTful APIs in Java using Spring Boot.
- Participated in daily Scrum ceremonies.

Technical Lab Assistant

University of the Witwatersrand Mathematical Sciences Lab

Braamfontein, Gauteng

Mar 2022 – Nov 2023

- Provided exceptional technical support to academic staff members, resolving complex issues, and ensuring seamless operations.
- Coordinated remote software installations for 200+ computers.
- Optimized technical workflows to improve lab efficiency and performance.

Projects

Employee Management System

- Full-Stack Development of a comprehensive Employee Management System leveraging SpringBoot for robust back-end API development and React for a dynamic and user-friendly front-end interface.

Interactive Speech-to-Text Translation Web Application

- Developed an interactive web application enabling real-time audio recording.
- Integrated machine learning models to accurately translate spoken language to text and provide instant translation capabilities, showcasing skills in natural language processing.

Interactive 3D Maze Game

- Developed an engaging and interactive 3D maze game that utilizes JavaScript, HTML, CSS, and the Three.js library for 3D rendering and interactive elements.
- Applied computer graphics principles to enhance the visual experience through the implementation of advanced lighting and shading techniques, creating an immersive 3D environment with an optimized 2D ground plane for efficient navigation.

Scalable Employee Hierarchy Management Application

- The full stack application deployed on AWS Amplify is designed to efficiently manage and visualize hierarchical relationships within an organization as interactive tree diagrams.

Technical Skills

Languages: Python, Java, JavaScript, HTML/CSS, SQL, C

Frameworks & Libraries: Linux, Git, SpringBoot, Three.js, Oracle, React, Node.js, .Net

Tools & Platforms: Git, Linux, Jira

Extracurricular

Computer Science First Year Tutor

University of Witwatersrand

Johannesburg, Gauteng

Feb 2023 – Nov 2023

- Provided academic support for Basic Computer Organization, helping more than 80+ students grasp foundational concepts and develop problem-solving skills.
- Coordinated focused tutoring sessions on Introduction to Data Structures and Algorithms, simplifying complex topics, and fostering analytical thinking.
- Assisted 80 + students in applying theoretical knowledge through practical exercises, reinforcing core programming, and computational concepts.