Lwandiso Zwane

Full-Stack Developer

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🟲 South African 🥆 Portfolio in LinkedIn 🎔 Twitter 🞧 GitHub

SKILLS

• Express Js

mySQL

• Postman

• HTML • CSS

• Git

• React Native • Node Js

 MongoDB Django

• Graphic Designer

• GitHub

• UI/UX designer • Photo Shop

• Javascript • React Js

• Python

• postgresSQL

• Android Studio

05/2021 - 05/2021

11/2021 - 11/2021

02/2022 - 02/2022

COURSES

Responsive Web Design, freecodeCamp 02/2021 - 02 Media queries, Fluid layout, Mobile-first approach, Responsive images, Bootstrap, 02/2021 - 02/2021 Flexbox, Grid system, Progressive Enhancement, Adaptive design, Device agnostic

Python (Introduction), scrimba

Object-Oriented Programming (OOP)

React Native (Introduction), Codecademy ℰ

08/2021 - 08/2021 Native Modules, Cross-Platform Development, Expo, JavaScript Bridge, React Navigation, React Native CLI, Debugging Tools, Animations

NodeJS (Introduction), Codecademy ∂

Here I learnded about: Asynchronous programming, Event-driven architecture, Serverside JavaScript, RESTful API design, NPM package management, Express.js framework, and Microservices architecture.

ReactJS (Advanced), Codecademy ∂ 02/2022 - 0 JSX, Virtual DOM, Component-Based Architecture, Redux, React Hooks, Server-Side Rendering, React Native, Context API.

JavaScript (Intermediate), Codecademy ∂

04/2022 - 04/2022 ES6 (or ECMAScript 6), Asynchronous programming, Promises, Callbacks, Closure, Higher-order functions, Functional programming, Object-oriented programming (OOP), RESTful APIs, JSON (JavaScript Object Notation)

ExpressJS, Codecademy $\mathscr D$

RESTful APIs, Middleware, Routing

Template Engines (e.g., Handlebars, EJS), Error Handling, Authentication and Authorization, Async/Await, MongoDB/Mongoose

UI/UX Design, Google ∂

08/2022 - 08/2022

06/2022 - 06/2022

User Research, Wireframing, Prototyping, Information Architecture, User Personas, Design Thinking, Usability Testing, Visual Design, Interaction Design, User Flows

Fundementals Of Digital Markreting, Google's Digital Skills for Africa ∂

01/2022 - 05/2022

SEO (Search Engine Optimization), SEM (Search Engine Marketing), PPC (Pay-per-Click), Social media marketing, Content marketing, Email marketing, Analytics, Conversion rate optimization, ROI (Return on Investment), Mobile optimization, Influencer marketing, Affiliate marketing, Marketing automation, Customer segmentation, A/B testing

PROJECTS & EXPERIENCE

ETCH A SKETCH $\mathscr O$

10/2021 - 10/2021

In this project I built a CSS/JS and HTML dom-manipulation game where an event listener would use the hover of a mouse to draw a picture onto the screen.

Rock, Paper, Scissors Game ∂

An HTML, CSS, & Vanilla JavaScript Rock, Paper, Scissors game, where the rules are first to five wins. The algorithm that you play against randomly picks numbers 1-3, where 1 = rock, 2 = paper, and 3 = scissors. The intent behind this project was to use a game to practise both my algorithmic and computational thinking.

Production Ready Authentication System ∂

This is a production authentication app built from scratch using MongoDB, AWS3, NodeJS, and ExpressJS. It includes tokens, cookies, password hashing, and current best practices. Users can upload photos that are sent to a cloud server and tracked with a link in the database.

Full-Stack Django, React-Native Fashion App ∂

I am currently working on a production app. When finished it will be an e-com market place/social app where users can share and buy clothes.