KING HIHOLIKE

SOFTWARE DEVELOPER/STUDENT

PROFILE

As a student software developer, I am a dedicated and motivated learner with a passion for programming and software development. I have experience working on various software development projects, including (Website and API'S). Additionally, I am familiar with software development methodologies, including Agile, and have experience using tools such as (Microsoft Azure DevOps). I am a self-motivated learner who is committed to staying up-to-date with the latest developments in the field. I possess strong problem-solving and critical thinking skills and am able to work effectively in team environments.

CONTACT

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HOBBIES

READING
HACKTHON PARTICIPATION
BUILDING PERSONAL PROJECTS
CODING /PROGRAMMING

EDUCATION

NUST NAMIBIA UIVERSITY OF SCIENCE AND TECHNOLOGY
2021 – TO DATE
[Bachelor of Science in Computer Science]

Data Structures and Algorithms
Object-Oriented Programming
Software Engineering
Database Systems

PROJECTS

Library Management software/System
2021
A management system that register members, where members can book rooms and borrow books, the facilitators can see who borrowed .

Ballerina API'S (Docker, Kafka MongoDB)
2022
Developing API'S such as GRPC, RESTFULLAPIS, GRAPHQL

Conference website
2022
A conference website that helps users signup and login,
View guest speaker, make appointments and schedule meeting.
Organizers can see the progress of the members.

SKILLS

Languages – Java, Python, JavaScript, C#, HTML,CSS,BALLERINA , Kotlin.
Database Management -SQL, MongoDB.
Object-oriented design -Encapsulation, inheritance, and polymorphism, for creating maintainable and scalable software systems.
Web development - Technologies, React Angular.
Designing and creating graphics – Photoshop, Figma
Soft skills - Communication skills, problem-solving skills, and the ability to work collaboratively with others.
Version control - Version control concepts and tools, such as Git or SVN, for managing code changes and collaborating with other developers.
Testing and debugging – testing and debugging using JUIT, JIRA.