

CONTACT

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LANGUAGES

- English (Full Professional)
- Zulu (Limited Working)
- Shona (Limited Working)

AREAS OF INTEREST

- Software Engineering
- Cloud Computing
- Web Development
- Data Science
- Machine Learning

TECHNICAL SKILLS

Programming Languages

- C++
- C
- JavaScript
- HTML
- MATLAB
- SQL
- Assembly

Tools and Technologies

- MS Office
- LaTeX
- Mind Genius
- MATLAB & Simulink
- Multisim, LTSpice
- Oracle ODI, SQL
- Git, GitHub
- Arduino
- Visual Studio Code
- Bootstrap

Operating System

- Linux (Ubuntu)
- Windows
- Mac OS X

KUDZAI LAWRENCE SHAVA

Aspiring Electrical Engineer

📍 South Africa

EXPERIENCE

Business Intelligence Intern

📅 June 2020 - Present

📍 Wits Business Intelligence Services, Johannesburg Area, South Africa

*Data Science Program involving Multi-dimensional design, Data Warehousing, Data Visualization

*Extract, transform and load data into the warehouse using Oracle Structured Query Language and Oracle Data Integrator

*Artificial Intelligence & Machine Learning.

Laboratory Assistant

📅 February 2018 - December 2018 (11 months)

📍 University of the Witwatersrand, Johannesburg Area, South Africa

*Assisted first year engineering students with their electric circuit's laboratory exercises.

*Used laboratory apparatus like the Oscilloscope, Digital Multimeters and Signal Generator.

*Built circuitry involving the use of diodes, amplifiers, transistors.

EDUCATION

BSc. Eng. (Hons) Electrical and Information Engineering

📅 January 2016 – Present (4 years)

📍 University of the Witwatersrand, South Africa

Bachelor of Science in Engineering degree with honours

General Certificate of Education Advanced Level

📅 January 2014 - December 2015 (2 years)

📍 Marist Brothers, Nyanga High School, Zimbabwe

Completed my GCE 'A' Level with 2A's and 1B.

International General Certificate of Secondary Education

📅 January 2010 - December 2013 (4 years)

📍 Chegato High School, Zimbabwe

Completed my IGCSE 'O' Level with 9A's and 1B

AFFILIATIONS

Institute of Information Technology Professionals South Africa (IITPSA)

📅 2020

I am a student member of the IITPSA, formerly Computer Society South Africa, membership number: S083583.

INTERPERSONAL SKILLS

- Problem solving
- Critical Thinking
- Self-Driven
- Teamwork

OTHER SKILLS

- Object Oriented Design
- JavaScript Object Notation
- Data Structures
- Algorithms
- Microprocessors
- Technical Report Writing

HONORS & AWARDS

- Academic Excellence (BSPZ)
- Engineering Leadership and Professional Development (WITS)

HOBBIES

- Surfing the internet
- Photography
- Football
- Board games

LEADERSHIP & INVOLVEMENT

Third Year Class Representative

📅 January 2019 – December 2019 (1 year)

📍 School of Electrical and Information Engineering, University of the Witwatersrand

* Improved my leadership and communication skills as I was consistently mediating communication between the class and members of staff.

Wits Events and Functions Student Coordinator

February 2019 - Present (On going)

📍 University of the Witwatersrand, Johannesburg Area, South Africa

* I help in the planning and coordination of events such as Wits Graduations, Faculty Fun Days and the Fourth Industrial Revolution South Africa(4IRSA) summit.

PROJECTS

FairShare Household Bill Sharing App

📅 April 2020 – June 2020 (2 months)

📍 University of the Witwatersrand, South Africa

* A household bill sharing web application was developed by a team of four using JavaScript (NodeJS) and HTML. Bootstrap and Node NPM packages are used. Git and Travis CI are used for version control and integration. Microsoft SQL server is used as the database for information storing. The web app is hosted on Microsoft Azure at <http://witsfairshare.azurewebsites.net/>

Arcade Centipede

📅 August 2019 - October 2019 (2 months)

📍 University of the Witwatersrand, South Africa

* This is an arcade game with a vertical shooter shooting at a moving centipede. The game's story line is however set up in an astronomical view, where the player is a spaceship, the centipede is modeled by an alien space train. The game was coded using C++ and the Simple and Fast Multimedia Library (SFML) was used.

Five in A Row C++ Simulator Game

📅 February 2018 – April 2018 (2 months)

📍 University of the Witwatersrand, South Africa

* Used C++ to model the game Gomoku. Two AI's were designed to play the game against each other using different algorithms. At the end, the program prints out how each AI performed, in terms of the number of games won, and print the overall winner.

Micro-controller Based Vehicle Parking Monitoring System

📅 August 2017 - October 2017 (2 months)

📍 University of the Witwatersrand, South Africa

* A micro-controller was programmed to monitor the number of cars in a parking lot. It also programmed to allow/deny entry into the parking lot depending on the number of free parking spaces available.