

Petrie van Zyl

FULL STACK SOFTWARE ENGINEER
2023

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Work Experience

Unity C# Engineer	Fuzzy Logic Studio	April 2021 - Present
<ul style="list-style-type: none">Developed AR/VR applications for clients, including an addressable asset bundle pipeline, multiplayer engineering VR simulation, mining assessment simulation, AR face tracking feature using Unity MARS, and a first playable mobile prototype of an upcoming indie game.Assisted in migrating a collaborative video chat platform from Unity standalone to a web based React/WebGL solution.Utilized technologies such as Unity, C#, HTML, JavaScript, CSS, React, ES6, WebGL, and Azure, as well as Unity specific tools like Addressable Assets, Cinemachine, AR Foundation, and Odin Inspector.		
Full Stack Developer	Rank Interactive	Jul 2019 – April 2021
<ul style="list-style-type: none">Collaborated on 3rd party API integrations in a Java microservice environment.Created new REST API endpoints used to interact with system.Built a Redis cache solution to reduce load on DB for frequently accessed data.Contributed to setup of AWS-native CICD pipeline with Jenkins, Terraform, Ansible, and Packer.Implemented automated testing framework for API using Postman and Jenkins.Functioned as cultural representative for the organization.Technologies used: Java, Spring Boot, HTML, CSS, JavaScript, TypeScript, Gradle, Docker, SQL Server.		
Front End Engineer	BBD	Jun 2018 – Jul 2019
<ul style="list-style-type: none">Developed and maintained an Angular micro front-end application that integrates with various systems in an enterprise environment. Often collaborated with back-end developers to integrate data into the front-end.Contributed to the development of a custom component framework and complex SCSS styles.Wrote unit tests using Jest to ensure application stability.Extended localization framework to translate the application.Implemented Adobe Analytics in the application.Mentored junior developers.Utilized technologies such as HTML, CSS, JavaScript, Typescript, Angular, NgRx, AWS, Azure CICD, Docker, and Webpack.		
Software Developer	CodeForte	Feb 2016 – May 2018
<ul style="list-style-type: none">Developed HTML slot games, including JavaScript front-end, back-end, and bridge code.Built and deployed code for releases using Jenkins.Implemented various features for slot games such as free spin mechanics or ‘choose your path’.Extended existing game framework to improve and optimize asset quality. Making use of Create JS and SVG animations.Trained multiple web developers of varying skill levels.Designed, developed, and maintained several progressive web applications.Used technologies like Grunt, Backbone.js, NPM, JavaScript, HTML, CSS, React		

Education

Potchefstroom, South Africa

[North-West University](#)

2010 - 2015

- **Master's Degree in Computer Science**
- Honours in Computer Science and Information Systems
- Bachelor of Science (B.Sc.) in Information Technology

Publications

Published and presented a short academic paper at the Multi Conference on Computer Science and Information Systems (MCCSIS) 2015 in Spain: [A SNAPSHOT OF THE DOCUMENT ANALYSIS AND RECOGNITION INDUSTRY IN SOUTH AFRICA](#)

Technical Experience

[ANIMOCITY](#)

Actively developing an indie game using C#, Unity, and Addressables. The is a genre-blending of roguelike, dungeon crawler, top-down, low poly, bullet hell, with a node.js server component for user session management and data sharing. The game has a [page on Steam](#) store and had a demo featured in a season event. The game is yet to be released.

Competitions and Awards Won

NWU award for development of the best location-based game using an experimental SDM (2014)

Role: Project manager of a team of eight Honours students.

Vodacom developer symposium award for best undergraduate project (2012)

Role: Project leader of a team of five 3rd year students.

References

Name: [Charlene Cooke](#)
Relation: Executive @ BBD
E-mail: charlene.blignaut@gmail.com

Name: [Heiko Risser](#)
Relation: Head of Innovation @ CodeForte
Email: h.risser@gmail.com

Name: [Prof. Magda Huisman](#)
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