Stanley Shikwambi

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shikwambipolly.github.io

Education

Bachelor of Science in Computer Science – 2nd year student
Stellenbosch University, Stellenbosch, Western Cape

Accomplishments

- **3rd place** in annual 2020 Namibia University of Science and Technology High School Programming Competition

Skills

Languages: Python, Java, C++, HTML/CSS, SQL, JavaScript, TypeScript
Frameworks and Tools: APIs, REST API, Git, Numpy, Pandas, Matlab, BeautifulSoup, Selenium, Bootstrap 4/5, IntelliJ, VS Code, PyCharm
Curriculum: Intro to Java, OOP, Data Structures and Algorithms, currently doing C, machine and assembly language, Operations Research

Projects

please_kendrick_lamar | Python
- a bot that checks whether Kendrick Lamar has released a new song in the past 24 hours and then proceeds to send a text massage with the results every morning.
- accesses the Spotify API to retrieve data about artists albums.
- uses OA Auth 2.0 and the library, Spotipy, to return a response element with all albums.
- Twilio library is used to send a text message to a specified number/numbers.

Personal portfolio and blog website | HTML, CSS, JavaScript with Bootstrap 5
- personal website that includes my CV.
- aim to include a football blog site that allows visitors to like and comment on posts.
- website has a page for all personal projects, blog, about and contact
- website is hosted on GitPages.

@stansdadjoker | Python
- a twitter bot that tweets multiple dad jokes during the day
- scrapes the subreddit r/dadjokes and saves the 10 most upvoted for the day
- sends a post request to the Twitter API to post the jokes
- uses OA Auth2.0 and the PRAW library

Experience and Leadership

Mukuru Software Engineering Internship -- Johannesburg, Gauteng – July 2022
- familiarized with the AGILE methodology in the software development life cycle
- familiarized with the SCRUM framework and how it is applied in project management
- introduced to Flutter and Dart for mobile development

Founder and Head of Simonsberg Coding Club – March 2021 to current
- started a coding club in my student residence.
- guided other members on how to start their programming careers.
- plan to do more during 2022 with higher chance of face-to-face sessions.

Computer Science Class Representative – August 2021 to December 2021
- serve as a link between students, Natural Sciences Committee, and lecturers.
- bring student queries and problems forward to the senior lecturers and head of the department.
- make sure important information is communicated to all students.
- represent the students in matters regarding the module.
- attend meetings with academic staff to provide course feedback from students.

Computer Science 1 Teaching and Learning Assistant – February 2022 to current
- act as a liaison during face-to-face and online lectures by answering questions from students.
- take command of tutorials and help students with the tutorial, as well as their semester project.
- mark and test students' semester projects.