Stanley Hadebe

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Professional Summary

Results-driven Software Engineer with a BSc in Computer Science and Computer Engineering and hands-on experience in software development, embedded systems, and automation. Proficient in C, C++, Python, JavaScript, and Java, with expertise in React Native, Firebase, and microcontroller-based systems. Passionate about developing scalable, high-performance applications and solving complex technical problems. Strong collaborator with experience in agile development, automated testing, and embedded hardware/software integration.

Education

University of Cape Town, BSc in Computer Science and Computer Engineering   December 2024

- **Coursework:** Computer Architecture and Concurrency, Operating Systems and Networks, Computational Theory and Algorithms, C++ and Machine learning, Data structures,Embedded Systems and Analogue Electronics

Technical skills

Programming Languages: C++, C, Java, python, C#, SQL, JavaScript

Frameworks and tools: React Native, React.js,Django, Node.js

Databases: MySQL, MongoDB, Firebase firestore

Version control and DevOps: Git, GitHub, Docker

Development Methodologies: Agile, Scrum, TDD

Experience

Junior project Engineer, Codi.ZW – Masvingo, ZW   June 2024 – Aug 2024

- Developed and delivered engaging programming lessons using Visual Basic for primary school students.
- Automated the extraction and processing of large datasets from legacy systems using Python.
- Designed educational materials to enhance curriculum effectiveness and student engagement.

Software Engineer Intern, Retrofic– Harare, ZW   November 2023 – Jan 2024

- Developed and implemented automated testing frameworks, improving software reliability.
- Wrote Python scripts to automate data extraction, improving efficiency in handling large datasets.
- Collaborated with senior engineers on software development projects, utilizing version control systems (e.g., Git) to manage codebase changes.
- Contributed to debugging and troubleshooting processes, identifying and resolving critical issues in the code.
- Participated in code reviews and team meetings, gaining insight into best practices and agile development methodologies.

Projects

Uniquest(Tutor App)

- Designed and implemented an application that facilitates connections between students and teachers, including features for scheduling, payment, and performance ratings, enhancing educational access and quality.
- Tools Used: Javascript,React native,firebase

Messaging by light (Embedded Systems)

- Developed a light-based communication system using STM32 microcontrollers, demonstrating expertise in embedded hardware/software interfacing. Designed a "Light-of-Things" (LoT) messaging protocol to transmit ADC readings via light signals, ensuring reliable data exchange and error checking.
- Tools Used: C, python, STM32 development boards,LEDS,LDRS