

# Thandazile Gcisa

**Address:** 1335 Zone 10 Sebokeng. **Cel:** 0817895911

**E-mail:** thandazilegcisa@gmail.com

**Portfolio Website:** <https://thandazilegcisa.github.io/portfolio-website/>

---

## **CAREER OBJECTIVE:**

I am an agile and adaptive BA (Hons) in Digital Arts graduate that enjoys working around the pressure of combining the art of design with the art of programming. I am looking for an Internship at Digital Resolve to build experience and train my digital vernacular in Web Development. I am diligent and an inquisitive team worker that is competent in translating UI/UX designs into technical implementation.

---

## **EDUCATION**

### **UNIVERSITY OF THE WITWATERSRAND, JOHANNESBURG (2018 - 2021)** ***Honours Bachelor of Arts (Digital Arts)***

Majors:

- Game Design
- Interactive Media

Subjects:

- Game Design
- Interactive Media
- Digital Arts Project
- Research Project

Research Project: A study of Gamification. A project exploring the uses of the Gamification of Surveys.

Digital Arts Project: A study in Interaction Design. A music participation web application that uses mobile phone gesture control to create beats.

### **SUIDERLIGH HIGH SCHOOL, VANDERBIJLPARK (2013 – 2017)**

Highest Grade Passed: Grade 12

Subjects: English (Home Language), Afrikaans (First Additional Language), Mathematics, Accounting, Economics, Business Studies, Life Orientation.

Distinctions achieved in Life Orientation and Business Studies.

---

---

## SKILLS

- Technical experience in producing well documented HTML, CSS, Javascript code that is fast and efficient.
  - Technical experience in writing re-usable code in React.js.
  - Technical experience in C# with Unity game engine.
  - Agile and able to pivot and learn new languages, libraries, and frameworks.
  - Implement and use UI/UX design principles to make or translate UI designs form wireframes to technical implementation.
  - Ensuring that designs are compatible and respond to multiple devices and screen sizes.
  - Ensuring that builds/deployed sites are accessible to all audiences using semantic HTML and Aria Attributes.
  - Good understanding and ability to work with Api's including Canvas, Fetch, Web Audio, and Accelerometer api.
  - Good understanding of Object Orientated programming and advanced javascript concepts like asynchronous javascript, classes, and class inheritance.
  - Able to streamline projects on version control systems such as Git.
  - Krita (an Adobe Illustrator free alternative)
  - Figma (and Adobe XD free alternative)
  - Interpersonal skills developed through general teamwork and frequently working on group projects.
  - Diligent and patient communicator.
  - Attention to detail.
  - English (Fluent), Xhosa (Native), Sesotho (Fluent)
- 

## ACHIEVEMENTS

Special achievements and Honours:

- Suiderlig High School Top Ten (2013-2017).
- 

## INTERESTS

**Art:** My interest in art is foregrounded by the idea that art does not exist without intent. Which always leads me to questioning why, what is being represented by a game, design or art piece that is meant for communication.

**Design:** My interest in art and design has developed my ability to think creatively and think about the end-user in every product I build.

**Music:** My interest in music and playing keyboard has developed my ability to engage and reflect on multimedia and interaction design.

---

## REFEREES

Prof. H. Geyser, Senior Lecturer – Interactive Media, Wits School of Arts, University of the Witwatersrand  
Cel: 082 987 8765      E-mail: [hanli.geyser@wits.ac.za](mailto:hanli.geyser@wits.ac.za)