Thandazile Gcisa

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Personal Profile:

I am an inquisitive BA (Hons) in Digital Arts graduate that enjoys working around the pressure of using creativity to solve problems by combing the art of design and programming. I am fascinated by multimedia and the avenues presented by the various technologies that make up multimedia such as games, the web, and augmented reality to name a few.

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
- Media Studies

Research Project (2021): A study of **Gamification** that focuses on the idea of Meaningful Gamification and the ways in which game elements can be incorporated into non-gaming industries or activities. Practical project explores the uses of the Gamification of Surveys.

Digital Arts Project (2021): A study in **Interaction Design**. A music participation web application that uses mobile phone gesture control to create beats.

Media Studies (2018): Spent a year taking **Media Studies** as an elective course. Acquainted myself with principles of framing, representation, and morals and values in media.

SUIDERLIGH HIGH SCHOOL, VANDERBIJLPARK (2013 – 2017)

Highest Grade Passed: Grade 12 – **Bachelor Pass**

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)
- **Emotional and Interpersonal** skills developed through general teamwork and working on group projects.
- Ability to **collaborate.**
- Ability to **self-manage** and **take responsibility**
- Diligent and patient **communicator**.
- **English (Fluent)**, Xhosa (Native), Sesotho (Fluent), Afrikaans (Understand)

Achievements: Special achievements and Honors:

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

Interests: When I am not building stuff, I am gaming, reading about tech, art and design.

Art & 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. I b

Prof. H. Geyser, Senior Lecturer – Interactive Media, Wits School of Arts, University of the Witwatersrand

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