

VIANNEY BONGO

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Education

Belgium Campus ITversity Bachelor of Computer Science

March 2020

• **Courses:** OOP in C# and JAVA, Software Engineering, System Analysis and Design, Web Programming, Algorithms, Operations Research, Database Development, Project Management, Applied Mathematics, Mobile Programming, Oracle SQL

Skills

Proficient with: Html & Css, C#, JavaScript, WordPress

Technologies: Node.js, Angular, React, MySQL, AWS, Bash, Git

Familiar with: UE4, Unity, Mongo-DB, Python, Typescript

Professional Experience

Dondoo Studios

VR & AR Engineering Intern – VR & AR Application

Johannesburg, SA
Jun 2018 – May 2019

- Learned how to program for Unreal Engine and Unity Game Engine
- Designed and re-engineered augmented reality app:
 - Implementing UI/UX
 - Image scanning & 3d Model display
 - Implemented audio and information Box

Nybble.Africa

Software Engineering Apprenticeship – Web development

Johannesburg, SA
Oct 2019 – Nov 2019

- Designed a website prototype
- Built a static website
 - Image and SVG editing using Illustrator and Photoshop
 - adding bootstrap and JavaScript to the website

Dajo Technologies

Software Engineering – Java Tester & Web developer

Midrand, SA
Nov 2019 – March 2021

- Built augmented reality applications for Demo
- Java Web Application front end testing for user experience
- Data manipulation using Excel and tableau
- Designed and deployed a website
 - Adding graphs and tables of data from Tableau
 - Connecting a map from Map Box
 - Designed a survey page