Michael Chinyama
Software Engineer

Computer Science student with no experience and keen on immersing myself into the industry to gain relevant work experience

Gauteng, South Africa
0627903746
u21546551@tuks.co.za
waveyboym.github.io

PROJECTS

Personal website: waveyboym.github.io(showcases all my projects)

Desktop chat application

- Developed a desktop chat application (MacOS, Windows, Linux) that allows users to send messages to each other privately or in rooms.
- Made use of Figma to be design conscious and designed the UI with the user experience in mind before implementing the design in code.
- Technologies and frameworks utilized include: Tauri and Rust, React with Vite, SCSS for styling and firebase for management of users and messages.
- Repository link: Chat-App

Interpreter

- Created a basic interpreter that can scan, parse and construct an abstract syntax tree before interpreting and executing a programming language.
- Added the ability to process from basic data types up to control flow (while, if, for statements)
- Added documentation to allow for ease of access when trying to familiarize oneself with the project
- Technologies and frameworks utilized include: C++11
- Repository link: Interpreter

Student Database Management System

- Developed a desktop application with the backend making use a b-plus tree data structure for the database and the UI making use of HTML and CSS
- Technologies and frameworks utilized include: Java, JavaFX, HTML, CSS, JavaScript
- Repository link: database management system

An object-oriented approach to chess-2D

- Created chess using various object orientated principles
- Implemented manual memory management and utilized tools such as Valgrind to monitor memory leaks
- Utilized SDL2 to make game playable and followed game design principles
- Technologies and frameworks utilized include: SDL2, C++11
- Repository link: chess2d

HARD SKILLS

ASSEMBLY
C/ C++
C#
DART
GOLANG
HTML, JAVASCRIPT, CSS
JAVA
SQL
PHP
PYTHON
RUST
TYPESCRIPT

EDUCATION

University of Pretoria

BSc Computer Science

March 2021 – December 2021

March 2023 – November 2024

Pretoria, Gauteng

KEY SKILLS

- COMMUNICATION
- TEAM WORK
- PROGRAMMING