MICHAEL CHINYAMA

COMPUTER SCIENCE UG STUDENT

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OBJECTIVE

Ambitious Computer Science student with no work experience...Looking for an intern job that can help me to develop industry experience and working in a team and further advance my skills in computer science, whilst also learning new concepts

PROJECTS

A real time chat application
A cross platform chat app that allows users to text each other privately or in rooms. Is built with Tauri (Rust), React, firebase and SCSS. repository

Interpreter
A basic interpreter done in c++ that implements a lexer, parser and interpreter and can execute code from a language I made up. Can process basic data types up to control flow(if, for, while). repository

Student Database Management System
A database management system for storing student records and their modules and grades. Allows for insertion, deletion and search operations. Utilizes a B+ tree data structure in the backend implemented in Java. repository

An OO approach to chess-2D
Makes use of object-oriented principles to make chess in c++98. For the UI, SDL2 is used in order to make the game playable repository

LEADERSHIP

In a group project, I was responsible for managing the entire codebase and the groups project repository. I also made the most commits and wrote the most amount of code

EDUCATION

University Of Pretoria, Pretoria, Gauteng

BSc Computer Science

COS 132[Imperative programming](with distinction),
COS 151[Intro to CS],
COS 110[Intro to CS],
COS 122(with distinction) [Operating Systems],
COS 210[Theoretical CS],
COS 212[Data Structures and Algorithms],
COS 216(with distinction) [Web development],
COS 221[Database Management Systems],

KEY SKILLS

- COMMUNICATION
- TEAM WORK
- PROGRAMMING

PROGRAMMING LANGAUGES

- ASM, C, C++, C#, CSS, DART, GOLANG, HTML, JAVA, JS, SQL, PHP, PYTHON, RUST, TS