Luc Anthony van den Handel

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Profile:

I am passionate about software engineering and I strive to create, reliable, usable and scalable software. I am inquisitive and always learning and developing new skills. I am currently in my third year at the University of Cape Town, studying a BSc in Computer Science and Computer Engineering .

Education:

- 2019-present:
  University of Cape Town: *BSc Computer Science and Computer Engineering*
  - 2021: *Currently enrolled*
    Computer Science 3, Embedded Systems 1, C++ and Machine Learning, Embedded Systems 2, Study Design and Data Analysis for Scientists.
  - 2020: *Pass (No grades awarded due to COVID-19 pandemic)*
    Computer Science 2, Introduction to Electrical and Electronic Engineering for Science Students, Systems Analysis, Systems Analysis, Introductory Statistics.
  - 2019: *81.00 GPA*
    Computer Science 1, Modelling and Applied Computing, Dynamics, Mathematics 1000, General Physics.
- 2010-2018:
  Oakhill School, Knysna: *Independent Board of Examinations (IEB)*

Experience:

- July 2021:
  Electrum Payments: *Developer Internship Program*.
  Worked collaboratively with a team of engineers on a project to improve the codebase underlying all of the companies' products, demonstrating key technical communication abilities and engineering prowess. This was done to ease the addition of authentication to an existing product on the demand of the customer. Developed an understanding for quality code at a commercial level.
- February 2020 - July 2021:
  University of Cape Town: *Computer Science Tutor*
  Assisted students with their assignments. This involved debugging code, understanding the inner workings of programming languages, helping students develop their understanding of the theory and to help instil good programming practices. Marked assignments and tests.
- 2017 - 2018:
  Oakhill School, Knysna: *SRC Vice president*
  Listened to and understood the needs of the student body and conveyed those needs in meetings with the school's headmaster and head of high school. Planned fundraisers to pay for improvements and amenities for the students. Represented the needs of the students in the hiring of new teaching staff to ensure only the best for the student body. Required dedication and commitment to improving the school experience of my peers. Required leadership and confidence to communicate effectively with the students and the teaching staff.
- March 2017:
  Data Sciences Corporation: *Software Engineer Job Shadow*
  Experienced the working world of software engineering, had exclusive conversations with employees from all facets of the company, attended meetings with clients, company team building events and observed the working life of a software engineer.

Awards and Achievements:

- 2019:
  University of Cape Town:
  - Dean's Merit List
  - Class Medal: PHY1032S
- 2018:
  Oakhill School, Knysna:
  - Matric average: 86%
  - Dux Scholar Award
  - Top performing student: Mathematics, Information Technology, Physical Science
  - Walker Family Trophy for Excellence in Computer Programming
  - Gold Level President's Award

Skills:

Programming and Related Languages: *Course work, personal projects and internship program*

- Proficient in Java, Python and C++.
- Confident in Swift, C, Shell, Make, Arduino, XML, JavaScript (Vanilla and ReactJS) and HTML+CSS

Systems Development: *Course work, personal projects and internship program*

- Confident in advanced software design the use of the Unix command line, UML modelling and software testing in a production environment.
- Proficient in collaborative programming using the Git version control system and remote repositories.
- Capable of working with a team to create a program with greater complexity and function and software development under heavy time constraints.

Computer Science: *Course work.*

- Understanding of data structures, computer and CPU architecture, parallel computing, networked applications and operating systems.
- Implementing parallel algorithms using threads.
- Confident in the use of pointers and references in low level programming languages.

Teaching and Communication: *Tutoring and SRC vice president*

- Teamwork and public speaking skills developed due to school SRC involvement and group projects.
- Capable of understanding code to explain errors and ways they can be corrected.
- Comfortable with explaining complex concepts in a simple way to help convey an idea.

Personal Projects:

All projects can be found on my GitHub profile: https://github.com/Luc-VdH
Projects were completed with the goal of expanding my skills as a developer, to practice problem solving and to aid members of my community using these skills.

- **Websites:**
  - Personal Website:
    Created a website to act as a digital resume and to learn the basics of web development
  - MediDerm Website:
    Created a website to advertise my parents' medical practice and to help patients find their office.
- **Hackathons:**
  - Tippy:
    A digital payments app for tipping low-income workers using React
  - Firewatch:
    Created a program designed to used satellite data and a prediction formula to predict wildfires.
- **C++:** (done in preparation of C++ course)
  - Linked List in C++
  - Binary Search Tree in C++
  - Linked List vs BST in C++
- **Swift**:
  - Coffee Brew Guide:
    A guide to help brew pour over coffee, including the use of a timer and adjustable coffee amount.
  - Snakish:
    A mobile game that works similar to the game Snake but the player uses the device's gyroscope to move the snake.