

ASITHANDILE LUDONGA

PROFILE

I am a junior software developer with a strong drive for continuous learning and growth. Skilled in building reliable, user-focused applications and collaborating effectively within diverse teams. Adaptable, curious, and focused on writing clean, efficient code to solve real-world problems.

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📍 Johannesburg, Gauteng

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WORK EXPERIENCE

Teacher's assistant

July 2020 – October 2020 | Butterworth, Eastern Cape

- Provided tutoring support to matric students in Mathematics
- Designed and administered assessments to evaluate student progress
- Graded scripts and provided constructive feedback to enhance learning outcomes.

EDUCATION

Bachelor of Science in Computer Science

June 2025 | Johannesburg, Gauteng

University of the Witwatersrand

- Computer Science and Computational Applications

Grade 12 (Science Stream)

November 2019 | Butterworth, Eastern Cape

Pakamani Senior Secondary School

- Graduated with 5 distinctions and an 80% average

SKILLS

- Technical Skills**
 - Languages:** Python, Java, C++
 - Web:** JavaScript, HTML5, CSS3, React, Node.js, Express
 - Databases:** MongoDB, MySQL
 - Tools:** Git, VS Code, Postman, Figma
- Soft Skills**
 - Analytical thinking
 - Teamwork and Collaboration
 - Attention to detail

PROJECTS

3D Game Demonstration – Computer Graphics

Three.js, JavaScript, HTML, CSS | Group Project | 2024

- Developed an interactive 3D game using Three.js to demonstrate key principles in computer graphics such as real-time rendering, lighting, camera controls, and object transformations.
- Designed a responsive game environment using custom shaders, textures, and animation techniques.

Flex Work– Remote Job Search Platform

JavaScript, HTML, CSS, RESTful API(Jobicy) | Personal Project | 2025

- Developed a web application that allows users to search, sort, and filter remote job listings across various categories.
- Integrated the Jobicy REST API to dynamically fetch and display real-time job data.
- Implemented responsive design, intuitive UI/UX, and efficient DOM manipulation for a seamless user experience.

Pixel Draft – Browser-Based Drawing Application

JavaScript, CSS, HTML5 Canvas | Personal Project | 2025

- An interactive web-based drawing tool using the HTML5 Canvas API for shape rendering and freeform sketching.

- Implemented multiple drawing tools (Square, Heart, Curve, Circle, Erase) and a dynamic color selector with preset options.
- Designed a responsive UI with real-time user input handling and a clean, intuitive control panel for tool and color choices.

CERTIFICATES

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|--|---|--|---------------------|
| Java  | Responsive Web Design  | JavaScript  | React (In progress) |
|--|---|--|---------------------|

LANGUAGES

| | | | | | |
|-------------------|---|---|---|---|---|
| English (Fluent) | ● | ● | ● | ● | ● |
| IsiXhosa (Native) | ● | ● | ● | ● | ● |

INTERESTS

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|----------------|-----------------|-------|
| Cyber Security | Cloud Computing | Chess |
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