

## CURRICULUM VITAE

# HUGO VAN SCHALKWYK

PREFERRED POSITION:	Frontend Javascript/Vue developer
ID NUMBER:	760629 5006 081
AVAILABILITY:	2 month
CURRENT LOCATION:	Durbanville, Cape Town, South Africa
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## QUAL / CERTIFICATIONS

DATE	QUAL / CERTIFICATION
2002	National Diploma in Information Technology
1999	B Tech in Mechanical Engineering
1997	National Diploma in Mechanical Engineering
1994	Matric

## EMPLOYMENT SYNOPSIS

PERIOD	POSITION	COMPANY
Apr 2022 - Present	Senior Frontend/Vue Developer	Mezzanineaware
Apr 2019 - Feb 2022	Senior Full-stack Developer	iTracklive
May 2018 - Apr 2019	Project Manager/Video Content Creator	AOSIS
Feb 2012 - May 2018	Web Developer	Saicom (Kazang)
Jun 2010 - Feb 2012	Web Developer	Content Switch Technologies
Jan 2010 - Jun 2010	Content Manager at Psitek	Psitek (Pty) Ltd
Jul 2008 - Dec 2009	Web Designer/Junior Developer	Psitek (Pty) Ltd
Jul 2002 - Jun 2008	Web Designer / Flash Programmer	Achievement Awards Group
Jan 2002 - Jun 2002	Freelance Web Designer / Flash Programmer / Photographer	
Jun 2001 - Sep 2001	Junior Developer / Designer (Co-op Training)	Dimension Data
Dec 2000 - Mar 2001	Junior Developer / Designer (Co-op Training)	Dimension Data
Dec 1999	Part-time Help-desk-Operator	Kalahari.net
1999 - 2000:	Part-time Tutor	Cape Technikon
Dec 1996 - Dec 1997	CAD Operator (Co-op Training)	Two-A-Day Apple Packers

## SKILLS

### Programming

Python, Django, HTML, CSS, Vue, JavaScript, PHP, MySQL, Linux

### Design

Adobe suite, Wireframes, Google Analytics, UX UI, Figma

### Project Management

Theory, Practical experience, Waterfall, Agile

### E-learning

Producing content, LMS theory

### Video Production

Filming, Editing, Sound Recording,

### Digital Marketing

YouTube, Instagram

### Art

Sculpture, Drawing, Ceramics, 3d design and printing

## EMPLOYMENT HISTORY

### May 2022 - Pres

**Company:** MezzanineWare

**Position:** Senior Frontend Developer

**Introduction:** The project we worked on is a farm management application that allows farmers to schedule and track spraying instructions of their farm/farms. This will then be used to draw the required reports to export their produce.

**My Job:** I was the first full time member of the team charged with building a website according to the design of our UX designer. As the team grew I had to get the other front end team members up to speed and communicate to the whole team and the business unit the work that was done. Working as a team we had to set up a system that managed communication and job tracking. At the end we set up a system using agile principles with scrum basis to manage and track the work.

### Duties:

- Deliver features and functionality within given timelines.
- Have deep and solid knowledge of the main APIs and technology used on the project.
- Demonstrates initiative in ways of solving different tasks.
- Able to break major tasks down into smaller sub-tasks.
- Develop high quality and clean code
- Tech-savvy with frameworks which results in writing clearer and shorter code.
- Applies best practice during product development.
- Code in such a way that other people can easily maintain it.

- Gather team members view, concerns and suggestions, but take the lead on making technical decisions for the On-Track Project
- Be open-minded, take part in team collaborations and be eager to learn.
- Ensure front end team members' code is up to standard and formulated in the best possible way for product strategy. Also ensure their code is up to the MFW/Mezz standard, not breaking any other code within the system, easy to maintain and understood by other developers.

**Technologies:** Vuex · Vue3 · Pina · UxUi · Git · Tailwind · Mapbox · Vue.js · Bitbucket · Jira · Team Building · Team Leadership · JavaScript · Agile Methodologies

#### **Apr 2019 - Pres**

**Company:** iTrackLive

**Position:** Senior Full-stack Developer

**Introduction:** iTracklive is a company that delivers a fleet management solution to its clients. Part of the service is installing a vehicle tracking device that communicates with the iTracklive servers via the GSM network.

**My Job:** **My job was to upgrade the current php interface with a modern API based interface. I designed and implemented the customer/support web in Vue that interfaced with third party rest APIs. I also build a custom rest API Reporting Server in PHP that linked up with the inhouse API and delivers a html, csv or pdf resulting file to the client API**

#### **Duties:**

- Build a possible PHP front-end solution that interfaced with third party API interfaces(Google maps API, Google analytics)
- Evaluating the current portal and the features of the new portal using UXUI interviews and techniques.
- Draft the requirements of the new system
- Build the wire-frames of the new system
- Researched new technologies to use for the implementation
- Initiated GIT as a versioning software/method
- Implemented Trello as a job tracking and recording system
- Initiated API front-end/back-end architecture for the solution
- Researched and implemented Vue.js and Vuex as the solution for the front-end
- Build Vue solution to interact with third party API interfaces (Google maps API, Google analytics) and the local in house API
- Adhoc design work on the front-end solution
- Liaise with the team members on the interface requirements between the Vue front end and inhouse PHP back end

**Technologies:** PHP, Vue.js, Vuex, User Experience Design, User Interface Design, Agile, GitLab, Visual Studio Code, Trello, SVN, Interaction Design, HTML5, CSS3, JavaScript, API Design, RESTful API Design

#### **May 2018 - Apr 2019**

**Company:** AOSIS

**Position:** Project Manager/Video Content Creator

**Introduction:** Aosis is a publishing house that produces peer reviewed journals. It had an eLearning department that needed to branch out its video/multimedia offering.

**My Job:** I was hired to put the studio and processes in place to enable the elearning department to deliver multimedia training content.

**Duties:**

- UX/UI design
- Setting up Content Creation studio, Hardware, and Processes
- Managing Clients
- Selling the company
- Managing stakeholders
- Organizing resources
- Shooting and editing videos
- Recording and Editing Podcasts
- Theming Wordpress sites

**Technologies:** Adobe Premiere Pro; Hitfilm Express; Project Libre; Audacity User Experience Design, User Interface Design, Trello

**Reason for leaving:**

Restructuring removed opportunity to be a Project Manager

**Feb 2012 - May 2018**

**Company:** Saicom (Kazang)

**Position:** Web Developer

**Introduction:** Saicom/Kazang is a company that sells airtime and electricity via devices that use the cell phone GSM network to connect to the servers. The vendors that own or rented the devices logged on to the servers via a website to manage their devices and stock. The support staff used the same site to manage all the devices and stock across the entire company.

**My Job:** I designed, built and maintained the front end of the device and stock management site. I liaised with the back-end programmers to deliver a simple and easy to use system for the vendors and support staff. As years went on I started to branch out and coded more and more of the back end features. Kazang had an online store for users that did not have a device. I built this store in PHP to interface with the Kazang API. This store was themed with the logos, URL and color scheme of each vendor. The theme was derived from the URL that each vendor used to hit the store. At this time I was the only person in the company with a design background, so if there were any design related queries it was directed at me.

**Duties:**

- UXUI Design
- General graphic design.
- Technical support for the call center
- Front end design and coding on a large codebase
- Back end coding on a large codebase
- Designing, building and maintaining an online store

**Technologies:** Agile, PHP, Python, Django, Angular, React, Git, Adobe Photoshop, Adobe InDesign, Adobe Illustrator, MySQL, Linux, SVN, Trello, RESTful API Design

**Reason for leaving:**

An opportunity to advance as Project Manager came my way

**Jun 2010 - Feb 2012**

**Company:** Content Switch Technologies

**Position:** **Web Developer**

**Introduction:** ContentSwitch was a company that was formed by the IT department of Psitek when Psitek liquidated. ContentSwitch built SAAS products and maintained websites. The main client was Kazang, who's websites we maintained.

**My Job:** **I was the front-end and design specialist on site. I also liaised with clients, and work on new SAAS developments**

**Duties:**

- UXUI design
- Liaised with clients
- Designed Websites
- Coded all the frontends of the websites using whatever language and technology was required
- Coded some backend solutions when needed

**Technologies:** PHP, Python, Django, SVN, Adobe Photoshop, Adobe InDesign, Adobe Illustrator, MySQL, Design Thinking, Ext JS

**Reason for leaving:**

Kazang became big enough to buy Content Switch Technologies back as its IT department

**Jan 2010 - Jun 2010**

**Company:** Psitek (Pty) Ltd

**Position:** **Content Manager at Psitek**

**Introduction:** Psitek was a telecommunications company that built payphones that allowed low income customers to make phone calls using the GSM network. One of the products Psitek made was a text based low cost elearning terminal named Streetwise.

**My Job:** **I had to take the elearning content that was provided in csv files and convert it into a usable database that the development team could use. Any frontend development work that was required for the Kazang Product was also my duty**

**Duties:**

- Creating a new database with django
- Building the importing scripts that imported the text content into the database
- Build the interface that the Development team could use to access the data.
- Designed and maintained the Psitek websites and elearning solutions

**Technologies:** Python, Django, MySQL, Adobe Flash, Adobe Photoshop, Adobe Dreamweaver, SVN, User Interface Design, Linux

**Reason for leaving:**

Psitek liquidated, its assets and products sold and the IT department formed a new Company called Content Switch Technologies. I moved there.

**Jul 2008 - Dec 2009**

**Company:** Psitek (Pty) Ltd

**Position:** **Web Designer/Junior Developer**

**Introduction:** Psitek was a telecommunications company that built payphones that allowed low income customers to make phone calls using the GSM network.

One of the products that Psitek needed was an eLearning solution to train their vendors and service agents in the field to use their devices.

Another of Psitek's products was an online vending service that sold airtime and electricity via its devices called Kazang

**My Job:** **I was hired to build an elearning solution working with the Learning manager. After 6 months I was moved to the IT department as web developer, where I could build the elearning as well as the other websites of Psitek as well as it's online products like Kazang.**

**Duties:**

- UXUI Design
- Designing and building the eLearning solutions
- Designing and building the customer and support interface to the company's websites
- General graphic design
- Web analysis
- Liaising with the company's design department, programming department and eLearning department

**Technologies:** Python, Django, SVN, Adobe Photoshop, Adobe InDesign, Adobe Illustrator, User Interface Design, User Experience Design, Adobe Flash, MySQL, Interaction Design, HTML, CSS

**Reason for leaving:**

Psitek went through a very bad time and had to lay off a lot of its staff. I was moved to the role of Content manager in what was left of the IT department.

**Jul 2002 - Jun 2008**

**Company:** Achievement Awards Group

**Position:** **Web Designer / Flash Programmer**

**Introduction:** Achievement Awards Group is a marketing company that runs incentive programs for their client's staff. To run these programs the company used a variety of print and online communication tools that included themed email communications, themed websites, a themed online store that users could buy rewards from and launch events with presentations and videos.

**My Job:** **I was bought on as a junior developer to convert the printed media into emails and websites. This meant understanding and negotiating with both the design department and the IT department to deliver working solutions. Later on a new web-development department was formed that handled all the**

**online communications. My role in this department was to act as senior, training new content creators and managing the workflow.**

**Duties:**

- Liaised with the design and IT departments
- Designed and coded websites using HTML
- Designed and build Flash teasers and screensavers
- Basic Graphic design
- Photo editing
- Designed and coded email newsletters
- Team leader of content developers
- Training junior content developers

**Technologies:** Adobe Flash, Adobe Photoshop, Adobe Illustrator, HTML, CSS, User Experience Design, User Interface Design, Interaction Design

**Reason for leaving:**

The traveling distance became too excessive.

**Jan 2002 - Jun 2002**

**Company:** Freelance

**Position:** Freelance Web Designer / Flash Programmer / Photographer

**Duties:** Designed and developed websites using html and Flash5, official photographer of Generation X group.

**Technologies:** Flash; HTML.

**Reason for leaving:**

Seeking a stable position.

**Jun 2001 - Sep 2001**

**Company:** Dimension Data

**Position:** Junior Developer / Designer (Co-op Training)

**Duties:** Designing, managing and developing a Digital Photography Database as well as the Canteen menu and general Graphic Design of web sites.

**Technologies:** Lotus Notes; Paintshop Pro.

**Reason for leaving:**

End of contract.

**Dec 2000 - Mar 2001**

**Company:** Dimension Data

**Position:** Junior Developer / Designer (Co-op Training)

**Duties:** Aiding in the testing of Di-data global project management tool, designing, managing and developing a global training database, updating of documentation, web research and general graphic design of web-sites.

**Technologies:** Paintshop Pro; Lotus Notes.

**Reason for leaving:**

End of Contract.

**Dec 1999**

**Company:** Kalahari.net  
**Position:** Part-time Help-desk-Operator  
**Duties:** I worked at the help-desk and aided in the design of the new delivery system.  
**Reason for leaving:**  
End of contract.

**1999 - 2000:**

**Company:** Cape Technikon  
**Position:** Part-time Tutor  
**Duties:** End-user Computing (first year); Technical programming (first year.)  
**Technologies:** Java; Basic IT Skills.  
**Reason for leaving:**  
Part time work.

**Dec 1996 - Dec 1997**

**Company:** Two-A-Day Apple Packers  
**Position:** CAD Operator (Co-op Training)  
**Duties:** Planning the annual plant maintenance; General drawings, mechanical design, project management and assisting the artisans in their work.  
**Technologies:** Caddy 5; PS7.  
**Reason for leaving:**  
End of contract.

## EDUCATION

**2000** National Diploma in Information Technology: Cape Technikon  
**1999** B.Tech in Mechanical Engineering: Cape Technikon  
**1997** National Diploma in Mechanical Engineering: Cape Technikon  
**1994** Matric: High School D.F.Malan



## WHAT DO I WANT FROM MY NEXT JOB

I want to design and build user interface solutions. From developing a concept in wire frames, analyzing how users interact with them, designing and building the front end, coding their interfaces to the back end and maybe even coding the back end.

For years I have been the go-between for the designers and the developers until I got skilled enough in both worlds to do both jobs.

So many times I hear tech people lamenting the stupidity of the end user, but not knowing how a strange system works is not the same as being stupid. I seek to make it as easy as possible for an end user to interact with systems.

I don't believe that there is one language that rules them all. If you know how to program and understand the basic structure of systems, then the language is just semantics and IDE layout. Thus far the bulk of my development experience has been building solutions in Python Django, PHP and Vue.js.

I like working with people that are smarter than me. My ideal team is where members have each other's back internally and externally and where the trust between management and team has not been broken.

I want to work in a place where the first question is never "who can we blame" but always "how can we help to fix this". Where management is mature enough to not use fear as a motivator. A company with clear, proven vision and a practical way to execute that vision.

The practical things that I look for in a company:

- Flexitime
- Work from home

## HOBBIES

Learning new skills

Traveling

Art