Jordan L Vorster

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PROFILE SUMMARY

I am a Computer Science student with a solid technical background in Python, JavaScript, PHP, and Delphi. Experienced with full-stack concepts, algorithmic thinking, and efficient program design through academic coursework, CS50, and self-driven projects. I am skilled at building practical solutions-from POS systems to 3D games and utility tools. Seeking an internship opportunity to apply technical skills, gain industry experience, and collaborate on impactful software projects.

EDUCATION

University of London — Bachelor of Science, Computer Science

Full-time Distance Learning - Currently Enrolled

- Expected to complete degree through the University of London's global learning program.

WORK EXPERIENCE

- **Part-time Waiter - 2022**

    Worked in a high-pressure restaurant environment, serving customers, resetting tables, and ensuring excellent guest experiences.

    Improved communication skills, teamwork, and emotional resilience while navigating busy rush periods and diverse personalities.

- **Summer Crew Member - 2021 & 2023**

    Maintained guest areas during peak holiday periods, including room prep, general cleaning, and poolside upkeep.

    Took initiative by leading a small team, ensuring all guest areas were ready on time and met required standards.

- **Part-time Intern - Pam Golding Properties (2024)**

    Assisted with photographing homes, preparing listings, and completing documentation for new properties.

    Helped with inventory checking, property value estimation, and preparing houses for arrivals.

    Worked with agents to troubleshoot issues and streamline day-to-day operations.

PROJECTS

- **GeoQuest 3D**: Developed a 3D geo-guesser style game with interactive exploration.
- **RugbyMate**: Built an event-management program used for a school rugby tournament.
- **TryPOS**: Created a functional point-of-sale (POS) system tailored for school event stalls.
- **BinCalc**: Designed a binary calculator for HP Prime featuring user-friendly menus.
- **FileFlow**: Built utility apps (file organizers, study tools, automation scripts) to improve workflow efficiency.
- **EduTool**: Experimented with small educational apps that simplify math and programming concepts.
- **GameOpt**: Worked on optimizing gaming setups, focusing on latency, scaling, and performance.

LEADERSHIP & INVOLVEMENT

- **Debating Society:**

  Active from Grade 8–12; developed strong public-speaking and argumentation skills.

- **Chess Team:**

  Represented school in competitions, enhanced strategic and long-term planning abilities.

- **Programming Team Co-Leader:**

  Mentored peers, coordinated projects, and supported problem-solving in coding challenges.

- **South African Mathematics Olympiad (SAMO) - Participant (Grade 9–11):**

  Competed annually in one of South Africa's top mathematics challenges, strengthening analytical thinking, logical reasoning, and problem-solving under pressure.

CERTIFICATIONS

- Introduction to Cloud Computing - *Coursera*
- Introduction to Calculus / Calculus Fundamentals - *Coursera*
- CS50: Introduction to Computer Science - *Harvard University (edX)*

  Recognized worldwide as a rigorous foundational programming and problem-solving course covering C, Python, algorithms, data structures, memory, and software engineering principles.

TECHNICAL SKILLS

- **Languages:**Python, Java, C# (intro), C++ (intro), JavaScript, SQL, PHP
- **Tools:**Git, Docker, Linux, VS Code, Unity, Unreal Engine, GitHub, Anti-Gravity
- **Web:**HTML, CSS, React, Node.js
- **Other:**Cybersecurity basics, Game Development, Database design, AI/ML interest
- **LLMS Experience:**ChatGPT Codex 5.3, Gemini 3.1 Pro, Claude 3.5 Sonnet, Ollama, LM Studio, Hugging Face TRL, ASUS Multi-LM Tuner, VS Code.

SKILLS AND INTERESTS:

- Mathematics and analytical problem-solving
- Programming and software development
- Physics and scientific reasoning
- Continuous learning and exploring new technologies
- PC building and hardware optimization
- Local AI/LLM experimentation