

Lesetja Malapane

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EDUCATION

University of South Africa (UNISA)

Bachelor of Science, Computing

Pretoria, GP

Jan. 2026 – Present

WeThinkCode

National Diploma, Computer Software Engineering

Johannesburg, GP

Sept. 2024 – Dec. 2025

EXPERIENCE

Recruitment Ambassador (Volunteer)

WeThinkCode

Oct. 2025 – Feb. 2026

Johannesburg, GP

- Introduced aspiring learners to fundamentals of programming using Python
- Hosted workshops and Q&A sessions to guide applicants through the admissions process
- Guided prospective students in understanding the unique peer-learning model and curriculum of WeThinkCode

PROJECTS

Socket Battle | *Java, Sockets, CLI*

WeThinkCode

- A two-player command-line game written in Java using raw socket connections
- Lightweight protocol, hand-rolled game loop, turn-based state synced between peers

Odin E-Commerce | *React, JavaScript, HTML, CSS*

Jan. 2025 – Present

- A storefront built as part of The Odin Project product grid, cart state, checkout flow
- Deployed on GitHub Pages

Battleship | *JavaScript, HTML, CSS*

2025

- Classic battleship game implemented from scratch in vanilla JavaScript no framework, no libraries
- Drag-to-place ships, turn logic, win detection

Progress Pals | *Flutter, Firebase, SQLite*

2025

- A mobile companion app for tracking daily habits and goals
- Flutter + Firebase, SQLite for local storage

FitQuest | *Flutter, Firebase, SQLite, Google Maps API*

WeThinkCode

- A gamified fitness app where users earn points for completing workouts and can track their progress on a map
- Flutter + Firebase, SQLite for local storage, with Google Maps for location-tagged entries

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML/CSS, Dart, SQL

Frameworks: React, Flutter

Developer Tools: Git, Docker, Firebase, Google Cloud Platform, Google Maps API, VS Code, PyCharm, IntelliJ, webpack

Libraries: Jackson, Gson