Taggart Campbell

Software Developer Information Systems Graduate

- Johannesburg, South Africa
- contact@tagc.dev
- 084 530 9999
- **Personal Website ← tagc.dev**
- Github ⇔ github.com/tagusanji
- in LinkedIn ⇔ linkedin.com/in/tagcc

Education

2021 - 2023

University of Johannesburg

Bcom Information Systems

Course work:

- Core Concepts: Data Structures & Algorithms, Object-Oriented Programming, Agile & Scrum
- Tech Focus: Full-stack web development with .NET Core, Azure, and React
- Database Skills: SQL database design, administration, and data analysis
- Project Development: Built and deployed web applications as part of coursework

Capstone project (Student State)

Led full-stack development and UI design for a student social platform, delivering the winning solution (1st out of 12 teams) judged by Standard Bank representatives.

Programming

C# Python Dart TypeScript SQL JavaScript JavaScript

Databases

SQL Server Postgresql

Cloud Platforms

Google Cloud Azure Vercel Firebase Supabase

Frameworks and Libraries

React Redux Node Flutter
Riverpod Tailwind CSS Radix UI
Astro Shadon UI Material UI

Summary

Information Systems graduate with hands-on experience in scalable web and mobile development. I excel at turning ideas into polished products with clean, efficient code and intuitive design.

Passionate about problem-solving and user experience, I thrive on tackling complex challenges and refining solutions to high-performance standards.

Core Skills:

- Full-Stack Development Proficient in React, Next.js, Tailwind, Supabase, and Firebase.
- Mobile Development Proficient in Flutter & Dart for cross-platform applications.
- App Store Management Experienced with App Store Connect and Google Play Console.
- Cloud Solutions Skilled in API development, client-server communication, and serverless.
- UI/UX Designing high-quality, intuitive, and user-friendly interfaces with Figma.

Projects

DinoDash





Nov 2024 - Ongoing



A Flutter and Dart-based clone of the open-source Chromium T-Rex game, enhanced with additional features and modern app capabilities.

Key Features:

- Game Engine Flame package for physics, animations, and collision detection.
- State Management Riverpod for streamlined reactive state handling.
- Clean Architecture Presentation, domain, data, and application layers.
- CI/CD & Version Control GitHub and Shorebird with automated signing.
- App Analytics Sentry integration for crash reports and analytics.
- Multi-Environment Support Development, staging, and production builds.

Backend – Supabase with PostgreSQL and authentication.

- Custom UI Bresenham's algorithm for pixel-perfect rendering.
- Leaderboard Global high-score tracking for competitive play.
- Player Controls Desktop-like controls for enhanced gameplay.
- Theming Dark and light mode support.
- Localisation English, Spanish, and Chinese language support.
- Cross-Platform Available on App Store and Google Play.
- Monetisation Google AdMob for in-game advertisements.

Program

Jan 2023 - Ongoing

A fitness database application built with Flutter and Dart for tracking and analysing fitness activities.

Key Features:

- Data Modelling Designed a flexible and scalable database schema for fitness tracking.
- Cloud Storage Secure file handling for media uploads and progress tracking.
- **Device API Integration** Utilises camera access for capturing progress photos.

Experience

Internship

DarkPicket

Dec 2021 - Apr 2022

in Company LinkedIn 👄

- Testing Conducted Platform compatibility testing and documented system behaviour
- Setup & Support Assisted with client software installations and configurations.
- UI/UX Design Enhanced software usability and user experience.