

SITHEMBILE NCUBE

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Nationality: Zambian

Location: Port Elizabeth, South Africa

SKILLS

Programming: Android, Java, C#, Python

Other: UX Research; Mockups; Digital Literacy Training; Design Thinking Training; Game Design and Prototyping

EDUCATION

Jan 2020 – Feb 2021: BSc (Honours) Computer Science and Information Systems, Nelson Mandela University

Jan 2014 – Dec 2019: BSc Computer Science and Mathematics, Nelson Mandela University

EXPERIENCE

December 2020 – Present

Advisor – Black Game Developer Fund, Humble Games

Providing strategic advisory for Humble Games' Black Game Developer Fund. This role also includes being a first contact between prospective applicants, reviewing submissions, and approving startup funds for developers.

December 2019 – Present

Founder and Director, Prosearium.net

Prosearium.net is an initiative to document 1000 African women in games.

January 2021 – May 2021

Researcher – South African Games Industry Research Project

Conducting research through interviews, literature studies, and surveys to explore opportunities for growth in the South African Game Development Industry.

September – November 2020

Executive Producer - NN Game Jam, IFAS

Collaborated with the French Institute of South Africa to coordinate and prepare for the Novembre Numérique Game Jam.

April 2020 – December 2020

User Experience Researcher, Open Energy Labs

Coordinating user experience research for a Zambian mobile learning initiative focused on teaching students how to build and maintain a renewable energy supply.

November 2016 – April 2018

Assistant Program Manager, A MAZE GmbH

Tasked with assisting in the curation of digital art, games, electronics exhibitions, talks and performances for the annual A-MAZE playful media and art festival in Johannesburg and Berlin.

August 2013 – June 2019

Co-founder and Director, MakerHut

MakerHut is a user group interested in creative technologies and robotics in Zambia and making the global maker movement accessible for youth in Zambia.

July 2013 – June 2019

Founder and Director, Ubongo Game Lab

Founding and Managing the activities of Ubongo Game Lab, a community user group interested in Game Development and Gaming Technology in Zambia.

May 2013 – December 2013

Social Media Manager, BongoHive

Managing the online presence of BongoHive, Lusaka's Technology and Innovation Hub, as well as writing weekly newsletters, graphics design and blog posts. In addition to assisting new startups establish social media strategies.

AWARDS AND ACHIEVEMENTS

July 2019

Obama Foundation – Africa: Leaders

Selected as one of 200 African individuals to represent the continent as Obama Foundation Africa leaders for the second year of the program's existence.

July 2017

MILEAD Fellowship, Moremi Initiative

Selected as one of 26 women in Africa recognized as promising emerging young leaders. The fellowship involves an intensive 3-week leadership institute in Ghana and each fellow is required to develop a Mi-CHANGE Project addressing a selected issue within their community.

May 2017

Miss.Africa Seed Fund Grant, DotConnectAfrica

Awarded \$1000 seed fund grant for Games Plus Girls initiative to host introductory game development workshops in Lusaka, Zambia. Part of a 1 year partnership with Miss.Africa to promote opportunities for women in STEM.

January 2016

GDC Diversity Scholarship, Global Game Jam

From voluntary work done for the Global Game Jam in underrepresented regions, awarded an all-access pass to attend the annual Game Developers' Conference in San Francisco.

COMMUNITY SERVICE

2014 – Present

Regional Organiser, The Global Game Jam

In charge of reviewing and approving jam sites in Sub-Saharan Africa in preparation for the annual Global Game Jam. As the event approaches, sites are contacted to ensure they have the necessary communication and resources for a successful event.

2018 – 2020:

Young African Women in Computing, Nelson Mandela University

As part of the Young African Women in Computing initiative in the Nelson Mandela University Department of Computing Sciences, assisted with several events to encourage young women to participate in computing science including planning and facilitating coding workshops for high school girls.

2015 – 2018:

Game Development Training, Asikana Network

Created and delivered a short curriculum for the intensive 'Games Plus Girls' Bootcamp that teaches rapid game prototyping to women in order to increase participation in the annual Global Game Jam.

July 2014 – August 2015

Google Student Ambassador, Nelson Mandela Metropolitan University

Selected to act as a liaison between Google and Nelson Mandela Metropolitan University as the school's first Google Student Ambassador.

November 2013

Organiser, Startup Weekend Lusaka

One of the 4 organisers of the first Startup Weekend Lusaka – a global grassroots movement for entrepreneurs. Managed Social Media and Graphics Design for the event.