NOBLE SIBANYONI

noble.html@gmail.com | NobleSiba.com | NobleSiba.com/LinkedIn | NobleSiba.com/GitHub

EDUCATION

University of North Florida — Jacksonville, FL
Bachelor of Arts in Information Systems, Hicks Honors College, GPA: 3.8 — *Expected May 2030*

St. Johns Virtual — St. Augustine, FL
Diploma, Summa Cum Laude, GPA: 3.91 (Weighted), 3.50 (Unweighted) — *Aug 2023 – May 2026*

EXPERIENCE

Co-founder & CTO — Nov 2026 – Present
Streamlite Systems (streamlitesystems.com) — *Jacksonville, FL*

- Lead all technical work to date on a document-management service that turns offices' paper records into a private archive searchable by meaning, not just keywords
- Deployed a containerized stack per client (about 15 Docker services behind a Caddy reverse proxy) on an Ubuntu VPS sized for three clients, built on Paperless-ngx for file storage, OCR and permissions
- Built the search pipeline: OCR at scan or upload, a Voyage AI embedding for every document, and hybrid keyword and meaning search across the archive
- Added AI features with the Claude API: handwritten notes and margins are read and made searchable, and an Ask AI assistant (web, SMS, Telegram) answers questions and names its source documents
- Won 2nd place and $3,500 at the Blackstone LaunchPad and UNF Coggin College of Business pitch competition (Nov 2026)

Software Engineering Mentee — Oct 2026 – Present
SpinSpire — *Jacksonville, FL*

- Meet weekly with SpinSpire's CTO to work through real client codebases: spotting bad practices, cutting AWS costs, and planning safe database migrations
- Learned the stack later used to build Streamlite (TypeScript, Svelte, Docker Compose, PostgreSQL); built TypeScript apps, including a deterministic combat simulation

Developer — Sep 2025 – Present
Illumination Studios — *Remote*

- Three-person team building Swerve Ball, a paddle-and-net sports game, with Twin Atlas. Built the custom server physics (ball trajectory and spin at 60 Hz), paddle collision response, and client-server networking
- Authored all real-time VFX and sound design; contributed to graphic design and visual identity

Founder / Lead Developer — Aug 2024 – Present
Days Development — *Independent Roblox studio*

- Ship original titles end-to-end: server architecture, client logic, 3D art, VFX, sound, and UI; titles have 200,000+ visits
- Built an infinite procedural voxel world with block-level Firestore persistence, batching edits to stay within rate limits

PROJECTS

Waypoint | *FIS hackathon, UNF Blackstone LaunchPad* — Oct 2026

- Built a working fintech prototype in one week on a four-person team: it alerts users when reward points fit their routine
- Built the live demo for FIS judges at their HQ: an iPhone as the payment terminal, an NFC tag, and the prototype app

30 Nights Until Extraction | *Luau, Rojo, Git, Blender* — May 2026 – Present

- Lead engineer on a two-person co-op survival game, now in alpha playtesting
- Built procedural terrain and mob navigation as flow fields: one shortest-path sweep per target, shared by every mob, so pathfinding cost stays flat as waves grow
- Built the world fully in code (no pre-placed parts), a reusable UI framework, and all VFX, sound and 3D assets
- Wrote custom Roblox Studio plugins to automate repetitive workflow tasks

Egor Simulator | *Luau, Rojo* — Feb 2026

- Co-owner and developer of a live title with 190,000+ visits; rebuilt the data persistence layer and shipped features
- Negotiated the terms of the game's acquisition, resulting in a successful sale

TECHNICAL SKILLS

Languages & Frameworks: TypeScript, Luau/Lua, Python, SQL, HTML/CSS, Svelte
Infrastructure & Tools: Docker, Docker Compose, Linux (Ubuntu VPS), Git, GitHub, Roblox Studio, Rojo, Blender, Zed
Data & AI: PostgreSQL, Firestore, Supabase, REST APIs, Voyage AI embeddings, Claude API