Benas Kuliesis

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EDUCATION

Queen Mary University of London   **London, UK**

BSc Computer Science   *Expected Graduation, Jun 2026*

- **Relevant Modules:** Object-Oriented Programming, Data Structures & Algorithms, Database Systems, Software Engineering, Operating Systems, Graphical User Interfaces

St Gregory's Catholic Science College   **London, UK**

A-Levels: Mathematics (A*), Further Mathematics(A*), Computer Science (A)   *Sep 2021 – Jun 2023*

EXPERIENCE

Pet Minding Web App   **London, UK**

Team Lead   *Jan 2025 – Apr 2025*

- Led a team of 7 to build a full-stack pet minding platform as part of a university project, involving research of existing solutions, requirements gathering, system design, and prototype development.
- Managed the full project using Notion for tasks, schedules, and milestones; assigned tasks based on teammates' strengths; spent 12+ hours mentoring teammates while also fixing issues and polishing key parts of the app.
- Received highly positive feedback for the project's quality, strong collaboration, and effective time management.

Weather Web App for UK Runners   **London, UK**

Development Lead   *Feb 2025 – Apr 2025*

- Collaborated in a team of 5 to design a weather web app tailored for runners as part of a university group project.
- Took charge of project execution by managing the schedule, assigning tasks, and adapting plans using Notion.
- Delivered a complete and polished prototype under tight deadlines, receiving strong technical and team feedback.

QHack Entrepreneur Bootcamp – Queen Mary University of London   **London, UK**

Participant   *Mar 2024*

- Participated in a competitive three-day software engineering program focused on ideation, validation, and pitching.
- Designed and pitched a tech solution in a team of 5, applying strategic thinking under time pressure.
- Won the Best Pitch Award out of 8 teams, demonstrating strong presentation, clarity, and innovation.

PROJECTS

Personal Portfolio Website   *April 2025*

- Developed a personal portfolio website to showcase my skills and projects – built using TypeScript, React and CSS.

Pet Minding Web App   *Mar 2025 – Apr 2025*

- Developed a full-stack pet minding web app with key features including a browsing and booking system and a messaging system – built using TypeScript, React and Express, used web-sockets for messaging.

Weather Web App for UK Runners   *Mar 2025 – Apr 2025*

- Developed a weather app which uses weather metrics to give runners an evaluation of running conditions and clothing recommendations – built using JavaScript, React and Open Weather API.

Portfolio With Blog   *Apr 2024*

- Developed a full-stack portfolio website with blogs functionality – built using HTML, CSS, JavaScript, PHP and MySQL.

Horse Racing Simulator   *Apr 2024*

- Developed a horse racing simulator app with customizable horses, live statistics updates, and virtual betting capabilities – built using Java Swing.

Dynamic Noughts and Crosses AI   *Jan 2023 – May 2023*

- Developed a Noughts and Crosses game with multiple modes, including AI using the minimax algorithm on a growing grid – built with Pygame and SQLite3 for user accounts.

SKILLS

Programming: Python, Java, JavaScript (TypeScript, React.js, Node.js, Express.js), HTML/CSS, PHP, MySQL

Tools: Git, GitHub, Figma, Canva, Visual Paradigm, VS Code, Jupyter Notebook, Notion, Vite