

Benas Kuliesis

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EDUCATION

Queen Mary University of London

BSc Computer Science

London, UK

Expected Graduation, Jun 2026

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

St Gregory's Catholic Science College

A-Levels: Mathematics (A*), Further Mathematics(A*), Computer Science (A)

London, UK

Sep 2021 – Jun 2023

PROJECTS

Personal Portfolio Website

Independent Project

London, UK

April 2025

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

Pet Minding Web App

Team Lead

London, UK

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 Runner

Team Lead

London, UK

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

Independent Project

London, UK

Apr 2024

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

Horse Racing Simulator

Independent Project

London, UK

Apr 2024

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

Dynamic Noughts and Crosses AI

Independent Project

London, UK

Jan 2023 – May 2023

- Developed a Noughts and Crosses game, consisting of several different modes, where the main mode of the game is to play against an AI on a growing grid size and win length – built using Pygame and SQLite3 for accounts.

EXPERIENCE

Moreton Bay Regional Council

Web Development Job Simulation

Virtual

Apr 2024

- Designed sitemap and user flow using diagrams, then built a responsive landing page with HTML/CSS in a front-end job simulation, applying practical UX and coding skills.

QHack Entrepreneur Bootcamp

Queen Mary University of London

London, UK

Mar 2024

- Participated in a competitive three-day software engineering program focused on ideation, validation, and pitching, developing core teamwork, communication, and planning skills.
- Collaborated in a team of five to design and present a tech solution, applying strategic thinking under time pressure to meet judging criteria.
- Won the Best Pitch Award out of 8 teams, demonstrating strong presentation, clarity, and innovation.

SKILLS

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

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

Soft Skills: Problem-solving, adaptability, leadership, collaboration, communication, attention to detail