LEE BURGESS

JUNIOR SOFTWARE DEVELOPER

PROFILE

On completion of my software engineering immersive course with General Assembly, I was invited and accepted the offer to join the team as a teaching assistant for the next cohort of students.

My background is business development and sales, where my roles developed into the creation and deployment of marketing tech stacks as well as growing the business pipeline.

I believe that my combination of sales and software capabilities gives me a unique offering to my future employers. I am looking to work with a collaborative team where I can add value, learn, and progress in my career.

EDUCATION

Full-Stack Software Engineering Immersive
Sept - Dec - 2020

Creating 3D environments in Blender - Udemy
March - 2020

Cloud Practitioner Fundimentals - Udemy
Jan - 2021

CONTACT INFO.

Email   lee@leejburgess.co.uk
Portfolio leejburgess.co.uk
Github   github.com/Budge23

SKILLS

- Javascript
- CSS
- HTML
- Python
- Webpack
- Heroku Deployment
- TablePlus
- Insomnia
- AWS
- Flask
- React.io
- SQL
- Node.js
- MongoDB
- PostgreSQL
- Babel
- Restful API's
- Socket.IO

EXPERIENCE

Dec 2020 - Present **Software Engineer Instructional Associate, General Assembly**

- Assisted a cohort of 27 students in the Software Engineering Immersive Course at General Assembly.
- Taught fundamental concepts across several frameworks and programming languages (**JavaScript, ReactJS, NodeJS, Python, PostgreSQL**).
- Routinely troubleshooted and reviewed students' projects and homework.

Sept - Dec 2020 **Full-Stack Software Engineering Immersive, General Assembly**

The course provides an in-depth understanding of a wide range of languages, tools and frameworks, including, Python, Javascript and React. Teaching how to effectively communicate and collaborate with web development teams. This course took place in a remote environment, which prepares for work in an agile post-pandemic world.

Spoondr: A dating app which allows users to choose preferences and match with others based on their interests. Once matched, the users can enter into a real-time chat.
A 9-day group-based project with two others, using **SQLAlchemy**, **Flask** and **Python** on the back end and **React JS** front end.

FindaPint: Inspired by post-lockdown pubs and bars who offered options such as outdoor-seating and take-away pints. This app allowed landlords to showcase their pub and its features allowing users to search based on what was most important to them.
An 8-day group-based project with two others, using **Mongoose** and **MongoDB** to create the back end, **React JS** in the front end. Completed with a **content management system** and **transactional email system**.

Quizzical: A quiz-based app allowing users to pick from a range of categories to test their knowledge on various subjects. The questions come in the form of multiple-choice and provide a score on how the user did on completiton.
A code-pared 48-hour hackathon using a **public API** from Open Trivia DB. Utilizing a **React JS front-end.**

8bit-Battleships: Based on the classic game of battleships. A solo, 7-day web-based game featuring **smart AI**. This was created in pure Javascript. My key focus was to create an **intelligent AI** system which would base its choices on previous data. When placing the ships the users are able to **drag and drop** them into areas of their choice both horizontal and vertical.

Oct 19 - Sep 20   **Business Development Manager, Live Union**

Led the business development team, in securing large scale contracts with blue-chip companies in business events.

Achievements
- Developed and implemented the strategy that led the business to transition from physical to virtual events and remote working.
- Implemented the outbound sales channel and introduced APIs to automate the LinkedIn outreach process.
- Incorporated new SaaS products into sales offering and obtained in excess of 10 virtual event briefs in 6 months.

Jun 16 - Oct 19   **Head of Business Development & Sales Strategy, WFD**

Joining the company as the first hire, my role was to help develop the sales process and strategy by employing automation techniques and using different data stacks to help grow the company to the final number of 14 employees, four of which I managed.

Achievements
- Signed all of the company's clients in Y1 & Y2, growing the company by over 200% in the first year.
- Increased daily outreach by 300% and reduced cost of lead generation by 495%. Achieved by automation of the sales process allowing for a reduction in man-hours.
- Created data driven reports to maximise clients' experience leading to 60% increase in repeat business.

Feb 16 - Feb 17   **Partnership Manager, Vintage Cash Cow**

Headed up the partnership team, focusing on securing and expanding charity partnerships

- I secured and managed accounts from the private and charity sector.
- Created and reviewed outreach campaigns which encompassed online and print advertising.
- Edited and improved outbound content, achieving three times the number of sign-ups from the charity sector within three months.