

# Blake Leahy

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I am a passionate and driven 3rd year Computer Science student with experience in client focused IT system development and a strong, balanced foundation in various computational and interpersonal principles. I am seeking opportunities to contribute to innovative projects and roles exploring the future of modern technology.

## EDUCATION

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The University of Otago, Dunedin New Zealand

*Expected November 2024*

**BSc. Major: Computer Science | Minor: Information Science**

**Relevant Courses:** Computational Problem Solving, Data Structures & Algorithms, Database Theory & Applications, Software Development, Computer Systems, Developing Information Systems 1 & 2, Information Assurance, Cloud Computing Architecture.

## RELEVANT WORK EXPERIENCE

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### IT Intern

*July 2024 - December 2024*

*University of Otago | Digital Workspace Deployment Team*

*Current*

- As an IT Intern on the Digital Workspace Deployment Team, I deploy a new managed desktop workspace across the University of Otago, utilising modern management tools for setup and configuration. My responsibilities include managing the logistics of device rollouts, providing technical support to staff during transitions, and ensuring effective communication to facilitate smooth deployments and integration into the university's IT environment.

### IT Asset Assessment and Labelling Representative

*January 2023 - July 2023*

*University of Otago | Information Technology Services*

- The primary role of this position was contributing to the creation of a robust IT Asset Register within a small team. We did so in a standardised, client focused manner, analysing our asset register and data remediation methods as we go. Work was done through collaborative efforts with Information Technology Services, IT Support Services and the internal team.

## PROJECTS

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### Rogue Waves Game | Collaborative

**February 2024**

- Collaborated with a team of 4, acting as lead programmer & designer, and developed a fully functional and original 2D projectile-based game in C#, using the Unity game engine.

### AI / ML Football Tracker | Personal Project

**April-May 2024**

- Developed a python-based football tracking system for real-time player/referee tracking using Ultralytics YOLO for object detection. Implements tracking algorithms to follow object movements across frames, dynamic annotation of tracked objects using OpenCV and ByteTrack to track multiple objects across frames, distinguishing players from referees.

## SKILLS

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**Programming:** Python, Java, C, C#, SQL, HTML/CSS/JavaScript, Prompt Engineering

**Technical Tools:** Git, Docker, Wireshark, VSCode, NetBeans, Gradle, Unity, OpenCV, Ultralytics & YOLO, Pandas, NumPy, scikit-learn, matplotlib, Node & Express JS, MongoDB, MySQL, PostgreSQL.

**Soft:** Verbal/Written Communication, Collaborative Work, Professionalism, Flexible & Adaptable, Time Management, Problem Solving & Critical Thinking.