

Blake Leahy

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I am a passionate and driven finalist Computer Science student with experience in client focused IT roles 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

The University of Otago, Dunedin New Zealand

Graduated December 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

IT Intern

July 2024 - Current

University of Otago | Digital Workspace Project Team

- 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 | [GitHub](#)

AWS Cloud Family Communication App | Personal Project

September 2024

- Developed a scalable communication platform for my family on AWS, utilising two EC2 instances (user and admin-facing) connected to an AWS RDS MySQL database for centralised data storage. Integrated S3 for media uploads, with Lambda functions to automate event-driven notifications. Enabled real-time communication features via custom RESTful APIs, designed with a security and scalability focused architecture.

Rogue Waves Game | Collaborative

February 2024

- Collaborated within a small team, acting as lead programmer & designer, and developed a fully functional and original 2D projectile-based game in C#, using the Unity game engine. I learnt invaluable teamwork, leadership and project management skills, as I guided the team through sprint-based development cycles.

SKILLS

Programming: Python, Java, C, C#, SQL, HTML/CSS, JavaScript, Node.js & Express.js, Prompt Engineering.

Technical Tools: Git, Docker, AWS Services, Vagrant, Terraform, VSCode, NetBeans, Gradle, Unity, OpenCV, Ultralytics & YOLO, Pandas, NumPy, scikit-learn, matplotlib, MySQL, PostgreSQL, MongoDB, AJAX, Kubernetes (familiar).

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