Sean Leamy
Graduate Software Developer

📞 0420-690-185 | ✉ stleamy@gmail.com | ⚙ github.com/sleamy | 🌐 sleamy.github.io/website

---

PROFILE

I am a recent IT Graduate currently looking for a job working as a software developer. I have experience working with both front-end and back-end technologies, have great time management skills and am able to work effectively in a team or alone. I am interested in Machine Learning/Artificial Intelligence, Cryptocurrency, and Blockchain Technologies.

SKILLS & ABILITIES

Programming Skills
- Solid knowledge of:
  Java, Python, JavaScript ES6, Typescript, Angular, Node.js, HTML, CSS, SQL, Git

- Familiar with:
  C, C# .NET, Lisp, php, Visual Basic .NET, Django, Octave

- Worked using:
  Emacs, Eclipse, Visual Studio, CodeBlocks, Unity3D, Adobe Illustrator, Adobe Photoshop, GitHub, BitBucket
- Project Methods:
  Agile

EDUCATION

Coursera, February 2018 – March 2018
Machine Learning

I completed this course after completing my IT degree to gain a better understanding of machine learning and allow me to complete projects that utilise machine learning. Through this course I learned about linear and logistic regression, neural networks, machine learning system design, SVMs, and unsupervised learning.

Griffith University, March 2015 – November 2017
Bachelor of Information Technology
Software Development Major

First Year Courses	Second Year Courses	Third Year Courses
• Introduction to Programming	• Discrete Mathematics	• Systems Programming
• Foundations of Computing Systems	• System Analysis and Design	• Multiagent Systems
• Communications for ICT	• Programming Mobile Applications	• Software Architecture
• Web Design and Development	• Web Programming	• Industry Project
• Object Oriented Programming	• Software Engineering	• Professional Issues in IT
• Computer Systems and Networks	• Principles of Intelligent Systems	• Information Content Management
• Interactive Applications Development	• Database Design	
• Information Systems Foundations	• Project Management	

EXPERIENCE

Griffith University Sciences
Lead Developer, March 2017 – November 2017

In my final year of study I had to work on a selected project over the course of a year. Myself and four other students worked on a web application that could be used to emulate first-year chemistry laboratory exercises. We worked in an Agile environment creating product/sprint backlogs, developed in sprints, and had weekly stand-ups.

Skills and Technologies used:

Unity3D, C# programming, Agile Methodologies, UML design, Teamwork, Communication

REFEREES

Giovanna Di Trapani
Senior Lecturer
Griffith School of Natural Sciences
(07) 373 57382

Dianne Watters
Associate Professor (Adjunct)
Griffith School of Natural Sciences
d.watters@griffith.edu.au