JOSH LEE
CREATIVE DEVELOPER

A creative junior developer based in London, aspiring to establish myself as a fully-fledged full stack developer.

Passionate about creating solutions in the form of responsive applications, blending functionality with intuitive UX/UI design.

TECHNICAL SKILLS
OS | Windows, Unix
Languages | JavaScript, HTML5/CSS3, C#
Front-End | React, Bootstrap
Back-End | Node.js, Express.js
Database/DBMS | MongoDB, SQL Server
Version Control | Git (Github CLI/Desktop)
Deployment Services | AWS, Heroku

EXPERIENCE
Junior Software Developer | INTL FCStone
As part of the bespoke development team, our goal was to assist with the development of new applications and the maintenance of existing technology.
During this role I gained practical experience with API development and support documentation. I was tasked with improving technical ability, via courses/coding exercises - gaining business knowledge for useful application.

EDUCATION
BSC (Hons) Computing Science (2:1)
University of East Anglia
Module list can be provided on request.
Game Development
(Distinction *, Distinction, Distinction)
14 GCSE's | Graded A-C
incl. English, Mathematics, Biology, Physics, Chemistry

JOSHLEE.CODES

GITHUB.COM/JOSHLEECODES

LINKEDIN.COM/IN/JOSHLEECODES

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INTERESTING PROJECTS

Esports Call-out Tool | React/HTML/SCSS
A training tool designed to allow professional Valorant teams to practise call-outs, providing feedback to review and improve performance.

URL Shortener | React/Node.js/Express.js/MongoDB
A compact project where the user enters a URL and is given shortened URL in response. Providing hands on experience with creating a REST API to handle communication between the client and database.

Personal Portfolio | React/HTML/SCSS
A place I can show off creative projects, blog interests or share relevant topics. Provided a useful insight into new development practices and potential benefits.

Esports Portfolio | HTML/CSS/JavaScript
A design focused portfolio for a professional coach in the Rainbow 6: Siege Esports scene. Required to be minimalistic while displaying a range of information.

LEGO Robot Rubik's Cube Solver | MATLAB/NTX RDK
A very entertaining project which utilises computer vision technology in hand robotics to solve one of the world most beloved puzzles.