

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



INTERESTING PROJECTS

Media Conversion App | React/Node.js/Express.js

A functional site I developed which allows the user to upload media such as a video or image, then edit it via a selection of provided tools, allowing them to download the result.

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/CSS

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.



JOSHLEE.CODES



GITHUB.COM/JOSHLEECODES



LINKEDIN.COM/IN/JOSHLEECODES



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REFERENCES AVAILABLE UPON REQUEST.