

# Laura Leesi

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**Portfolio:** <https://lauraleesi.github.io>

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## Summary

I am an aspiring game developer currently working as a Software Developer at a web development company (WorkingMouse) while I finish my degree.

I have an enthusiasm for complex game systems, such as crafting and priority targeting and want to continue gaining knowledge and experience in different areas of game development

## Skills

- Technology: Unity Engine, Git, Kubernetes, Docker, AWS, Postgres, MySQL, Jira
- Languages: C#, .Net EF, Java, Javascript, PHP, Typescript, SQL, GraphQL, React
- Experience developing applications for desktop, mobile and VR platforms
- Experience managing published software on the Google Play Store and Apple App Store
- Worked both collaboratively and independently while in shifting teams ranging from 3 to 10+ people
- Used Kanban and agile development methods

## Experience

### WorkingMouse – Software Developer

(07/2023 – 12/2024)

- Built new web applications
  - Developed unique solutions in response to designs and client requirements
  - Brainstormed and researched potential solutions to problems
  - Built backend and frontend functionality and created communication between the client and server code.
  - Iteratively worked on .Net based systems
- Collaborated within a multi-disciplinary team to deliver a polished product

### WorkingMouse – Support Developer / DevOps Developer

(07/2021 – 07/2023)

- Managed existing web applications by responding to customer requests
  - Problem solving to fix bugs in the application and application data
  - Planned, researched and implemented features into pre-existing applications
  - Worked in two different tech stacks and switched between them quickly
- Worked with a team of developers in similar roles (up to 10 people)
- Managed web application infrastructure (operations)

**Kumon - Admin Assistant**

(02/2018 – 07/2018)

- Responsible for the organisation and recording of children's learning progress
- Demanded a high attention to detail, fast problem solving and adaptability

**Treasurer for University Club**

(2020)

- Managed the finances of the club, including any physical assets, and applied for funding.
- Helped in organising events meant for a large number of attendees.
  - During these events I organised equipment, catering, and activities.
- Worked alongside a small team and helped with leadership and document organisation where needed.

**Volunteered at QUT technology showcase**

(2019)

- Assisted in event setup prior to public attendance
- Welcomed important industry partners to the event as well as assisted in guiding them around the showcase.

**Education****Currently studying towards a Bachelor of Games and Interactive Environments**

Queensland University of Technology

Majoring in Software Technology

**Queensland Certificate of Education**

Cavendish Road State High School (2018)

**Certificate II in Visual Arts**

Cavendish Road State High School (2018)

**Responsible Serving of Alcohol (RSA) and Responsible Serving of Gaming (RSG)**

Churchill Education (2017)

**References****Sofia Kalra**

Technical Squad Lead

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