

LEE ESPIRITU

Education

Bachelor of Information Communications Technology
Western Sydney University
Expected Graduation: June 2024

0451 116 819

espiritu.lee@gmail.com

<https://www.linkedin.com/in/lee-espiritu>

SKILLS

Soft Skills

- Communication
- Teamwork
- Goal Oriented
- Adaptable to Change
- Time management

Infrastructure

- Linux, Unix, Microsoft, Mac OS
- Cloud Computing
- Networking
- Adaptable to Change

Development

- C, C++, C#, Java, Python
- HTML, CSS, JavaScript, PHP
- MySQL, PostgreSQL, SQLite
- Microsoft Azure, Amazon Web Services
- GitHub

Project Management

- Trello, Microsoft Teams
- WBS, Gantt Chart, Network Diagrams
- SDLC: Lean, Agile, DevOps
- Project Specification and Project Proposals

Certifications

- CompTIA ITF+
- CompTIA A+

PERSONAL SUMMARY

A tenacious and flexible ICT professional skilled in development and maintenance of software and hardware platforms. Experienced delegate and liaison who understands that communication, teamwork, and management skills are needed to efficiently solve problems.

WORK EXPERIENCE

PASS Facilitator – Western Sydney University, New South Wales

June 2023 – Current

- Facilitated interactive and collaborative study sessions that resulted in higher grades for attendees.
- Demonstrated interpersonal skills by implementing engaging learning activities and effectively engaging with these to maintain student retention and improve confidence.
- Utilized online learning platforms to deliver remote PASS sessions and create an inclusive environment.

QA Administrator – Assurant, Hoxton Park, New South Wales

October 2019 – December 2021

- Developed autonomous software to reduce handling time from identified repetitive tasks, resulting in 30% savings.
- Liaised with representatives from Tecworks, Macquarie Bank Limited and Optus to unanimously agree on technical criterions.
- Conducted weekly workshops to educate staff to enhance their work management through use of scripts, timesheets, and web platforms.

TECHNICAL PROJECTS

Project Proposal

December 2022 – February 2023

Trello, Microsoft Teams

- Established a project proposal to win a bid for a software project tender.
- Lead a team of 4 in identifying and documenting critical components for a software project (functional & non-functional requirements, alternative and recommended solutions, project approach, quality assurance and legal considerations)
- Communicated and managed soft and hard deadlines to ensure the project requirements are met and concluded.

TECHNICAL PROJECTS

Game development of Isle

June 2022 – December 2022

C#, Blender, Unity, Trello

- Developed a simple survival horror with focus on AAA concepts.
- Developing terrain, levels, objects, and character models.
- Scripting game mechanics such as player controls, enemy movement, player detection, hit registration, animation triggers.

Scatter-Plot Visualisation Tool

February 2023 – June 2023

Processing (Java)

- Developed a 2D & 3D Computer Graphics program to import and plot data.
- Developed visual attributes & mouse interactive features.
- Program implemented focusing on object-oriented structure.

Operating Systems Development

February 2023 – June 2023

C

- Develop a custom Command Language Interpreter (CLI)
- Implement logging services on top of message queues.
- Implement I/O and file copy operations.
- Develop a file system that simulates historic file systems.
- Utilize multitasking features to run concurrent programs.

ACCOMPLISHMENTS

- Excellent marks across problem solving, development and communication subjects.
 - Programming Techniques (100 HD)
 - Systems Programming (90 HD)
 - Operating Systems Programming (85 HD)
 - Computer Graphics (85 HD)
 - Professional Development (85 HD)
 - Video Games Development (85 HD)
 - Web Systems Development (88 HD)
 - Human-Computer Interaction (86 HD)
 - Computer Networking (85 HD)
 - Database Design and Development (94 HD)
 - Programming Fundamentals (90 HD)
 - Technologies for Web Applications (76 D)
 - Statistical Decision Making (79 D)
 - Object Oriented Analysis (78 D)
-