

Lee Forbes

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BS in Computer Science at The University of Texas at Austin, May 2023

3.82 GPA Notable Coursework: iOS Mobile Computing, Compilers, Data Structures, Computer Architecture, Operating Systems, Algorithms, Programming for Performance, Game Tech, Contemporary Issues in CS, Human Computer Interactions

Work Experience

Raising Cane's Chicken Fingers (*Crewmember*)

July 2023 - Present

- Cook and assemble meals according to the Cane's standard
- Effective communication between crew roles
- Provide quality customer service

Vans (*Retail Sales Associate*)

Aug 2022 - Dec 2022

- Assist customers with selecting the best shoe for their needs
- Creating an authentic experience for the customer
- Sales strategies for shoes and apparel

iD Tech Camps (*Instructor*)

June 2022 - July 2022

- Teach and assist campers with varying subject matter
- Set up computers and software each week
- Provide a safe and fun environment for campers

Fujitsu (*Software Engineer Intern*)

June 2022

- Learned about Fujitsu product architecture
- Contributed to streamlining a build process

Blackbaud (*Software Engineer Intern*)

May 2021 - Aug 2021

- Frontend and backend for their donation forms microservice
- Collaboration in pair programming and standup meetings
- Build and unit test in isolated environments with Docker
- Continuous integration with the production server
- Microsoft Azure DevOps - Agile Scrum Methodology

Minecraft Plugins (*Freelance Developer*)

June 2020 - Aug 2020

- Spigot/Bukkit API
- Created minigames, tools, and server management plugins
- Quality implementations according to customer requirements
- Working under pressure to meet customer deadlines
- Checkpoints with customers to ensure satisfaction

Omni Flow Computers (*Software Developer Intern*)

June 2019 - Aug 2019

- OMNICONNECT template editor in with MFC (C++)
 - Updating older code to follow new standards
 - Cross-platform mobile app development with Xamarin on the research and development team
- June 2018 - Aug 2018

Skills

- Languages:** Java, Swift, HTML, CSS, JavaScript/TypeScript, C, C++, C#, Python, LaTeX, SQL, Clojure, Golang
- Frameworks:** UIKit, SwiftUI, Core Data, Angular, Azure, Spigot/Bukkit, Xamarin, .NET, PostgreSQL, Microsoft MFC
- Tools:** React, Firebase, Xcode, Android Studio, Bootstrap, Sass, Google Maps API, REST, Windows Forms, Git, GitHub Pages, Node.js, Docker, Wondershare Filmora, Audacity, SkyUX
- Other Skills:** Ubuntu Linux, Bash scripting, video/audio editing, woodworking, PC building

Personal Projects

- Pedali** June 2023 - Present
- An iOS app for creating custom workout intervals
 - Top 200 in Paid Health and Fitness Category
 - Developed with a friend to train for their 5K running goal
- My Website** - <https://leeaforbes.github.io/mywebsite/> Feb 2016 - Present
- Hosted on GitHub Pages
 - Portfolio page and a history of my site
 - Maintained over many years as I learned web technologies
- UT Skate Spots Directory** Jan 2022 - Present
- A directory for skateboarders in the UT area to find places to skate
 - Includes notes and pictures about obstacles, lighting, and traffic
 - Community building through information and public contribution
- Photo Viewer Reborn** Summer 2019
- A simple photo viewer using Windows Forms (.NET)
 - Faster loading and clearer images than the Windows "Photos" app when it was created
- UTRunner** Spring 2020
- Generates a loop to run in for the UT area given a distance and a starting point using the Google Maps API
 - Created to help a friend train for the Longhorn Run event
- Learning Java Lesson Sets** Winter 2019
- I created a set of lessons for a beginner to learn Java
 - Includes installing Java, setting up Eclipse IDE, example code, labs, and projects

Minecraft Plugins

Dec 2019 - Aug 2020

- I created minigames, tools, and server management plugins that can be added to a Minecraft Spigot/Bukkit server
- Major projects: Capture the Flag, Paintball, Hunger Games, Ultra Hardcore, Spleef
- Created plugins for personal use and for freelance work

Clickquick

Fall 2018

- An Android app published to the Google Play Store
- Click squares and race the clock to beat your time

Quoridor

Summer 2020

- An Android app to play the game Quoridor

Not So Super Smash

Summer 2016

- A platform fighting game made in Java
- Pick your character, battle your friends, and try not to fall!

Discord Bots

May 2020 - July 2020

- I used Node.js to create few simple bots for a Discord server with friends
- Count Formula: a bot that ensures users only count in ascending order in the #counting channel
- AnGuard: a bot that allows users to hide their messages that include anime spoilers

Extracurricular

- Intramural co-ed ultimate frisbee team Yuka's Angels ranked #2 in A bracket
- Street skateboarding, created a 3 year progress video on YouTube
- Pickup ultimate and Spikeball community at Clark Field

References available upon request.