

Lee Forbes

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Achievements

Dell Achievements

- Presented technical projects with business cases for implementation.
- Developed tools that tripled data stewards' remediation speed and migrated wiki pages 10x faster, enabling project deadlines to be met months ahead; distributed to hundreds of Dell employees.

Personal Achievements

- **Pedali iOS (Founding Engineer):** Achieved Top 200 Paid Health and Fitness category in 6 months.
- **UT Runner and Skate Spots Directory (Founder):** Designed platforms for community engagement, enabling users to generate running loops and locate skate spots around UT campus.

Work Experience

Capgemini

Nov 2023 - Present

TotalEnergies - Trainer

- Delivered Microsoft Copilot/Power Platform training sessions to hundreds of employees.
- Conducted live demos on Power Apps, Power Automate, and Power BI.
- Taught Generative AI fundamentals in Microsoft applications.

Dell - Software Development

- **MUP Helper Chrome Extension:** Automated internal webpage tasks with JavaScript, tripling data steward efficiency.
- **Dellipedia to Confluence Converter:** Migrated Dell wiki pages to Confluence 10x faster using web scraping in JavaScript.
- **Database Retrieval:** Retrieved millions of customer records using SQL, Python, and Oracle databases for accelerated remediation.

iD Tech Camps

June 2022 – July 2022

Instructor

- Taught weekly coding topics to young learners.
- Minecraft mods in Java.
- Python coding basics.

Freelance Developer

June 2020 – Present

Minecraft Plugins

- Developed tools, mini-games, and management plugins for client servers.
- Java with Spigot/Bukkit API.

Personal Projects

- **Minecraft Plugins:** [Link](#)
Developed tools, mini-games, and management plugins for my personal server.
Java and Spigot/Bukkit API.
- **Learning Java Lesson Sets:** [Link](#)
Code examples, labs, and projects for learning Java.
- **Not So Super Smash:** [Link](#)
2D platformer game built in Java.
- **Robin Pickleball:** [Link](#)
iOS app for pickleball tournament scorekeeping.
Built in SpriteKit: Apple's 2D game engine.

- **Pedali:** [Link](#)
Custom workout interval iOS app.
Converted from UIKit to SwiftUI for modern features and future-proofing.
- **My Website:** [Link](#)
Portfolio showcasing project history and web technology skills.
- **UT Skate Spots Directory:** [Link](#)
- **UT Runner:** [Link](#)
- **Photo Viewer Reborn:** [Link](#)

Education

B.S. in Computer Science

The University of Texas at Austin | May 2023

Certifications

HashiCorp Terraform Associate (HCTA0-003) | Dec 2024

AWS Certified Cloud Practitioner (CLF-C02) | Dec 2023

Microsoft Azure Fundamentals (AZ-900) | Mar 2024

Microsoft New Foundational C# Certification | May 2024

Internships

Blackbaud

May 2021 – Aug 2021

Software Engineer Intern

Developed full stack microservices for donation forms with CI/CD implementation.

Omni Flow Computers

June 2018 – Aug 2019

Software Engineer Intern

Built OMNICONNECT template editor with MFC (C++) and cross-platform mobile apps using Xamarin.

Skills

Languages: **Java** (9 years), **Python** (3 years), **HTML/CSS** (6 years),
JavaScript/TypeScript (4 years), **Swift** (2 years),
C++ (3 years), **C#** (2 years), **C** (2 years),
SQL (1 year), **LaTeX** (1 year), **Clojure** (1 year)

Frameworks SwiftUI, UIKit, Core Data/SwiftData, Angular, Spigot/Bukkit, Xamarin,
Azure CI/CD Pipelines

Tools: React, Firebase, Git, Xcode, Android Studio, Node.js, Figma, Chrome Extensions,
Google Maps API

Other Ubuntu Linux, Video/Audio Editing, PC Building