

Lee Forbes

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<https://leeaforbes.github.io/mywebsite/>

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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

AWS Certified Cloud Practitioner, Dec 2023

- Cloud fluency and foundational AWS knowledge
- Identification of AWS services for AWS-focused projects
- Understanding of IT services in the AWS Cloud

Work Experience

Sogeti: Part of Capgemini (*Associate Consultant*)

Nov 2023 - Present

- Customer Business Data Stewardship with Dell

Raising Cane's Chicken Fingers (*Certified Trainer*)

July 2023 - Nov 2023

- 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

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

June 2018 - Aug 2018

- 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

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, Figma, 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
- Designed with Figma, then built in Xcode
- Converting UIKit app to SwiftUI app

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