Blake Leahy

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Software Developer with extensive knowledge across a diverse set of programming languages and cloud technologies, complemented by practical enterprise IT experience. Currently exploring modern JavaScript frameworks through MERN stack development, I am eager to deepen my expertise in full-stack, cloud-native applications - focused on growing into a versatile engineer across various technical domains.

EDUCATION

The University of Otago, Dunedin New Zealand   *Graduated December 2024*

BSc. Major: Computer Science | Minor: Information Science

Relevant Courses: Computational Problem Solving, Data Structures & Algorithms, Database Theory & Applications, Software Development, Computer Systems, Developing Information Systems 1 & 2, Information Assurance, Cloud Computing Architecture.

EMPLOYMENT

IT Intern   *July 2024 - December 2024*

University of Otago | Digital Workspace Project Team

- As an IT Intern, I supported a university-wide deployment of a managed desktop workspace, utilising modern management tools for smooth system integration into the University's IT environment. My Responsibilities included: conducting staff members device assessments, handling logistics of device rollouts and technical support.

IT Asset Assessment and Labelling Representative   *January 2023 - July 2023*

University of Otago | Information Technology Services

- The primary role of this position was contributing to the creation of a robust IT Asset Register within a small team. We did so in a standardised, client focused manner, analysing our asset register and data remediation methods as we go. Work was done through collaborative efforts with ITS and the internal team.

PROJECTS

AWS Cloud Family Communication App | Personal Project   *September 2024*

- Developed a scalable communication platform for my family on AWS, utilising multiple EC2 instances connected to an AWS RDS MySQL database for centralised data storage. Integrated S3 for media uploads, with Lambda functions to automate event-driven notifications. Enabled real-time communication features via custom RESTful APIs, designed with a security and scalability focused architecture.

Rogue Waves Game | Collaborative   *February 2024*

- Collaborated within a small team, acting as lead programmer & designer, and developed a fully functional and original 2D projectile-based game in C#, using the Unity game engine. I learnt invaluable teamwork, leadership and project management skills, as I guided the team through sprint-based development cycles.

SKILLS

Programming: Java • C# • Python (Pandas, NumPy, scikit-learn, Ultralytics YOLO) • JavaScript (React.js, Node.js, Express.js) • HTML/CSS • SQL • Prompt Engineering

Technical Tools: Git • Docker • VSCode • AWS Services • Vagrant • Terraform • MySQL • PostgreSQL • MongoDB • Unity

Soft: Communication • Problem Solving • Team Collaboration • Time Management • Adaptability • Self-Motivated