

Leon Lee

Software Engineering Final Year Undergraduate

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About Me

Looking for a full time software development/IT role to gain real world professional experience and career advancement. Highly motivated in learning technology through hobbyist projects at home such as selfhosting, computer networking,

Skills

Programming Languages: Java, Python, C#, Javascript, HTML, CSS, SQL, PHP

Frameworks & Services: Next.js, Tailwind CSS, Node.js, ASP.NET Core, React, RESTful APIs, Laravel

Cloud & DevOps: Azure App Services, GitHub Actions CI/CD, Docker

Software Projects

Personal Website - [GitHub](#) - leonlee.dev

My portfolio website, using Next.js, tailwind CSS, Supabase for authentication & PostgreSQL, and MongoDB for NoSQL, using an ASP.NET backend for REST api calls. Frontend and backend are hosted on Vercel and Azure respectively. Maintaining it has helped me gain knowledge of full-stack web development and DevOps.

The Battle of Hamburg Err - [GitHub](#)

As the product owner in a Scrum team of four, I lead the conceptualisation of a food-themed tower defence game, using the Unity game engine and MagicaVoxel for art styling. My contributions include menu UI logic, resolution options, independent audio controls, and saving/loading. Leveraging Scrum methodologies and GitHub has taught me Agile Scrum based collaboration and balancing our team's deliverables with stakeholder expectations.

Licence Plate Reader - [GitHub](#)

A collaborative embedded project written in Python utilising a Raspberry Pi 4B, custom trained YOLOv7 model, EasyOCR, and OpenCV to read licence play numbers displayed in front of a camera. Results are saved to the SQLite database hosted on the Pi and displayed on its local php web page.

Quarter - [GitHub](#)

An AI powered and Web3 proof of concept demo allowing your agentic AI to facilitate shopping using cryptocurrency online. Built with Next.js and integrating various third party services such as wagmi v2, WalletConnect, ENS, and MetaMask. Our submission won the Fire Eyes Sponsor Prize Track at Web3UOA's 2026 Hackathon.

Work experience

Assembly Technician

JAN 2025 - Present

PB Tech

Responsibilities include assembly, disassembly, diagnosing, erasing, testing, and labelling for customers; giving me insight into understanding consumer needs and constraints.

Education

Bachelor of Engineering (Honours) - Software Engineering, Networks and Cybersecurity

Auckland University of Technology

My courses included: OOP, SQL, Data Structures and Algorithms, Software Construction, Linux, Agile Scrum, Cryptography, Full Stack, Software Architecture, CCNA Networking, and Machine Learning

ISC2 CC - Certified in Cybersecurity

Cisco Networking Academy:

CCNA: Introduction to Networks, CCNA: Switching, Routing, and Wireless Essentials, CCNA: Enterprise Networking, Security, and Automation