

JACK LEE

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Software engineering student with internships at Ericsson and Ossark. Experience in CI-driven delivery, debugging, and responsive web development, with a focus on reliable, user-centered products.

EXPERIENCE

Software Engineer Intern | Ericsson, Athlone, Ireland

Jan 2026–Present

- Contribute to software support and delivery in a ticket-based engineering team through sprint planning, code reviews, and CI pipelines.
- Helped refactor shared CI script components, improving code organization and maintainability for the team.
- Diagnose documentation and command failures by reproducing issues, validating fixes, and creating clear, actionable tickets.
- Developed working knowledge of Docker, Kubernetes, Gerrit, Jira, Jenkins, and Spinnaker in modern delivery workflows.

Web Developer Intern | Ossark, Athlone, Ireland

May 2025–Aug 2025

- Built and refined responsive client websites using PHP and SCSS, with attention to usability and accessibility across devices.
- Contributed to full-stack projects with the team, helping deliver robust applications and client-facing web features.
- Resolved defects and optimized site performance to support smooth, reliable user experiences.

Cashier & Customer Service Representative | Casey's Londis, Roscommon, Ireland

May 2024–Mar 2026

- Handle high-volume transactions accurately and resolve customer issues promptly, demonstrating attention to detail and clear communication.
- Prioritize tasks and coordinate with teammates to maintain efficient checkout flow in a fast-paced setting.

PROJECTS

INDEPENDENT PROJECTS

DealLedger.eu (in development) | *Localization, SEO, UX, QA*

- Developing a multilingual deals platform with market-specific content and UX across English, German, Dutch, and French.
- Own iterative release workflows and quality checks; apply SEO and structured-data practices to support discoverability and conversion quality.

Multi-Broker Quality Trader | *Python, APIs, testing, risk systems*

- Built a modular M5/H1 trading system with Fair Value Gap strategies, quality gates, risk controls, journaling, and dashboard monitoring.
- Implemented simulated, paper-live, and broker-connected execution paths across IG, Capital.com, and Alpaca profiles for controlled validation.
- Implemented pytest/coverage checks and Bandit SAST scanning; added repeatable local/VPS pipeline tooling for execution artifacts and performance reporting.

UNIVERSITY COURSEWORK PROJECTS

Car Racing Application | *Gameplay logic, leaderboards, performance*

- Developed a racing application where users compete against bots or race for fastest-lap leaderboard rankings.
- Designed core gameplay and lap-time ranking mechanics with responsive interaction and reliable score handling.

Data Structures & Algorithmic Games | *Algorithms, persistence, game logic*

- Built a savable Binary Tree item-guessing game, Alien Invaders, and a persistence-backed A* pathfinding game.
- Applied data structures, algorithms, and AI/pathfinding patterns in interactive game systems.

EDUCATION

BSc (Hons) Computer Science & Information Technology

Expected 2027

University of Galway | Expected First-Class Honours (1.1) | Relevant coursework: Database Systems, Algorithms & Data Structures, Software Engineering, Networks & Data Communications

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, JavaScript, PHP, HTML/CSS/SCSS, R

Tools & Platforms: Docker, Kubernetes, Helm, Jenkins, Spinnaker, Maven, Gerrit, Jira, Confluence

Testing & Data: pytest, pytest-cov, Bandit, pandas, NumPy

Practices: CI/CD, code review, ticket-based sprint delivery, debugging, responsive web development

Professional Development: Ericsson Generative AI Driver's License (2026); Kubernetes GitOps coursework