

Rhys Lewsley

Junior Full Stack Developer

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- Github: <https://github.com/RhysLewsley>
- LinkedIn: <https://www.linkedin.com/in/rhys-lewsley/>
- Live Portfolio: <https://rhys-lewsley-portfolio.com>

Executive Summary

I am a Junior Full Stack Developer, proficient in HTML, CSS, Javascript, Python, Bootstrap, Django, JQuery and React. I am a professional and hard-working individual with strong communication and interpersonal skills. Capable of working as part of a team or to my own initiative. Multi-tasker with great attention to detail, capable of criticizing own work, ensuring it is always to a high standard. Excellent problem solving skills, creative and reliable individual. Can follow written instructions. Very enthusiastic to learn, develop and grow within the tech industry.

Education

September 2025 -
December 2025

Diploma in Full Stack Software Development
Code Institute - Dublin, Ireland

Technical Skillset

Technologies:	HTML5, CSS3, JavaScript, Python
Library:	jQuery, React
Frameworks:	Django, Bootstrap
Version Control:	Git
Hosting Platforms:	Github, Heroku, Cloudinary
Data Bases:	PostgreSQL

Portfolio projects

Project Title: Mini Arcade - Galactic Space Invaders

GitHub Repository: <https://github.com/Blaisesa/game-project>

Technologies Used: HTML5, CSS3, Bootstrap, JavaScript, Git, GitHub and Visual Studio

Project Overview: I developed a browser-based Space Invaders game using HTML, CSS, and JavaScript, implementing core gameplay features such as player movement, shooting mechanics, alien animations, collision detection, and score tracking. The project showcases my ability to build interactive front-end applications through DOM manipulation, event handling, and real-time game logic, while also applying responsive design and clean UI styling to create a smooth, engaging user experience.

Key Responsibilities:

- Created game logic for the alien's movement and shooting.
- Implemented player movement and shooting logic.
- Added pixel art for the player, npc, laser and background.
- Created game over and game win screen.
- Made game canvas and added logic to the hearts, highscore, level and score tracking.

Project Title: Honest Gaming

GitHub Repository: <https://github.com/RhysLewsley/Honest-Gaming>

Technologies Used: HTML5, CSS3, Bootstrap, JavaScript, Python, Django, Heroku, Git, GitHub and Visual Studio

Project Overview: This project is a user-friendly game review platform designed to help players discover, evaluate, and explore video games across all genres. The website provides a clean and intuitive interface where visitors can browse game titles, view cover art, read detailed reviews, and check community-driven star ratings. A built-in search system allows users to quickly find specific games or explore new ones based on interest.

Key Responsibilities:

- Created library of games for the MySQL database
- Created rating system, reviews, game titles, gamecase image and game synopsis
- Created search bar functionally to search by game title and game synopsis
- Created accounts to leave reviews on games

Work Experience

September 2021 – November 2023
Neylons
Mount Desert, Lee Rd, Cork
Muit-op

September 2019 – July 2021
Alcon
Model Farm Road, Cork
Production Operator

January 2019 – September 2019
Wisetek Ltd
Brooklodge East, Glanmire, Cork
D-Trash, Quantity Control, RMA-Receiver

February 2018 – September 2018
Apple European Headquarters
Hollyhill Industrial Estate, Cork
General Operative