

Lily Krause

Junior Full-Stack Developer

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PROFESSIONAL PROFILE

Practical and enthusiastic developer with hands-on experience building web projects, community platforms, Discord bots and custom Java plugins. Comfortable working with Java, JavaScript, Python, HTML, CSS, SQL and SQLite, with experience developing both independent projects and commissioned solutions for online communities.

Skilled at turning ideas and user requirements into functional, maintainable software, including interactive interfaces, database-backed systems, API integrations, minigames and community engagement tools. Seeking a part-time remote development position where I can contribute strong problem-solving skills while continuing to develop professionally in full-stack and web development.

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, Python, SQL

Web Development: HTML5, CSS3, JavaScript, responsive layouts, interactive interfaces, full-stack development fundamentals.

Databases: SQLite, SQL queries, data persistence, CRUD operations and structured data management.

Libraries and APIs: Discord.js, Discord API, Paper/Spigot API.

Development Tools: IntelliJ IDEA, Atom IDE, VisualStudio Code, Maven, configuration-driven development.

Development Practices: Object-oriented programming, event-driven systems, debugging, performance optimisation, modular code and user-focused feature design.

DEVELOPMENT EXPERIENCE

Freelance Java Developer

Independent Client Project | [April 2026 – May 2026]

- Designed and developed a custom Minecraft server plugin based on the client's specific requirements.
- Built the plugin by hand in Java, creating features intended to improve the server's identity, player experience and community engagement.
- Worked through planning, implementation, testing, debugging and revision to deliver a stable final product.
- Responded to feedback and adjusted features to better support the client's community.
- The completed plugin contributed to increased player interest and a substantial rise in the community's player base.

Volunteer Community Developer

Online Gaming and Discord Communities | [January 2026– Present]

- Developed custom Discord bots using JavaScript and the Discord.js API.
- Created detailed engagement systems, interactive commands, utilities and minigames designed to encourage community participation.
- Built custom Minecraft server content and plugins using Java, SQL and SQLite.

- Developed database-backed features capable of saving and retrieving player, configuration and community data.
 - Collaborated directly with community owners and users to identify requirements and improve features.
 - Investigated bugs, implemented fixes and refined systems in response to real user feedback.
 - Balanced feature depth with performance, reliability and ease of use.
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SELECTED PROJECTS

Community Website and Searchable Wiki

HTML, CSS, JavaScript

- Designed and developed a website for an online gaming community.
- Created a responsive interface with custom navigation, animated elements and interactive content.
- Developed a searchable wiki containing expandable information sections to help users quickly locate guidance.
- Added a live server-status feature and structured the website so that content could be updated and expanded easily.
- Deployed and maintained the website using a modern static hosting workflow.

Advanced Minecraft Fishing System

Java, Paper API, Configuration Files

- Developed an extensive custom fishing system featuring unique fish, rarity tiers, size calculations and configurable catch conditions.
- Created an interactive fishing minigame with custom visual feedback and player input handling.
- Implemented automated fishing contests with leaderboards, rewards and region-based participation rules.
- Integrated the system with external server APIs and existing community tools.
- Structured the project into modular managers, listeners, models and configuration systems to support maintainability.

Discord Engagement Bots

JavaScript, Discord.js

- Developed custom bots designed around the needs of individual Discord communities.
- Created interactive commands, community utilities, feedback tools and detailed minigames.
- Used Discord.js to process events, commands and user interactions.
- Designed features to be intuitive for community members while remaining straightforward for administrators to manage.
- Focused on increasing participation and giving users more reasons to remain active within each community.

Database-Backed Community Systems

Java, SQLite, SQL

- Built systems that persist player progress, settings and community information between sessions.
 - Used SQLite databases and SQL queries to store, retrieve and update structured data.
 - Developed features including progression systems, memberships, configurable rewards, inventories and player-owned content.
 - Considered data integrity and performance when designing save and lookup processes.
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ADDITIONAL STRENGTHS

- Strong independent problem-solving and debugging skills
 - Able to learn unfamiliar APIs and technologies through practical development
 - Experience managing projects from initial idea through testing and release
 - Careful attention to performance and maintainable code
 - Comfortable receiving feedback and revising completed features
 - Clear written communication with clients and community members
 - Strong understanding of online communities and user engagement
 - Motivated, creative and highly detail-oriented
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EDUCATION AND PROFESSIONAL DEVELOPMENT

BTEC Level 3 in Game Development — Distinction [East Norfolk Sixth Form College] | [2017]

Developed practical skills in game design, development workflows, technical problem-solving and creating interactive digital projects.

BTEC Level 3 Subsidiary Diploma in Information Technology — Merit [East Norfolk Sixth Form College] | [2017]

Studied core IT concepts and gained practical experience using technology to design, develop and manage digital solutions.

GCSE Qualifications [North Walsham High School] | [2014]

- Mathematics — Grade B
- English Language — Grade C
- English Literature — Grade C
- Core Science — Grade B
- Additional Science — Grade C
- Physics* — Grade C
- Chemistry* — Grade C
- Biology* — Grade C
- Geography — Grade C
- OCR ITC Level 1 / 2 National Award — Pass

* I studied quintuple science, resulting in 5 separate GCSE results.

Independent Software Development

Continue to develop practical skills in Java, JavaScript, Python, HTML, CSS, SQL and SQLite through commissioned work, community projects and independent software development.

AVAILABILITY

Available for part-time employment, freelance projects and remote development opportunities.

REFERENCES

Available upon request.