

## Contact

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## Links

[My Website](#)  
(written in my own  
web DSL)  
[My Github](#)

## Languages

*Native:* English  
*Fluent:* French

## Programming

JavaScript  
Haskell  
Elm  
C  
C++  
Rust  
Scala  
Python  
Java  
Bash

## Misc.

Regex  
L<sup>A</sup>T<sub>E</sub>X

## About Me

I am a professional full-stack software engineer and open-source enthusiast. I am a self-driven learner, and am always teaching myself new programming languages. I love making things, and have a lot of side projects to show for it.

## Programming Skills

### Competitions Participated In

- [NWERC 2016](#), the Northwestern Europe Regional Contest, my team was the best of the six Irish teams competing
- My team came first of the Irish teams in [UKIEPC 2016](#)
- Won two out of five categories in Arista Networks Hack-a-Switch 2017 (internal)
- [UKIEPC 2015](#)
- [Google HashCode 2016](#)
- [IRLPC 2016](#)
- Microsoft Coding Competition 2016 (@ TCD)
- Bloomberg Codecon 2015 and 2016 (@ TCD)
- Workday Hackathon 2016 (@ TCD), won third place

### Side Projects

- In [JavaScript](#), I made a DOM manipulation library that's a 1:1 mapping of markup syntax to JavaScript function calls, found [here](#), with client-side URL router plugin [here](#)
- In [C](#), I made an interpreter for the two-dimensional programming language [Befunge-93](#). My interpreter is around three times faster than the reference implementation, and can be found [here](#)
- In [Rust](#), I wrote a [Turtle Graphics](#) interpreter that outputs Vector Graphics, and includes two neat demo programs, [here](#)
- In [Bash](#) I scripted the above to produce [this video](#) and [this video](#), the scripts reside [here](#)
- In [JavaScript](#), I made a Music Recommendation webapp, and physics engine, found [here](#)
- In [Scala](#), I made a [Brainfuck](#) interpreter that can be found [here](#)
- In [Elm](#), I made a massively multiplayer drawing webapp [here](#)
- I recently started a blog, (Markdown -> Nutmeg -> Website) about tech [here](#)
- in [C#](#), I wrote a reverse-polish boolean logic evaluator, found [here](#)
- In a three-hour hackathon, two of my friends and I made [this awful terminal game](#), which I'm far too proud of
- In [VimScript](#), I made a small vim plugin to turn lines into ascii headings [here](#)

# Experience

2016 - present	<b>Software Engineering Intern</b> I am currently working full-time at Arista Networks for the summer. I work on the platform team. My team and I write a lot of low-level, extremely optimised C, touching our custom linux kernel, userspace, and everything in between. At the moment, I'm developing a linux kernel module and kernel patchset.	Arista Networks, Dublin
2017 - present	<b>Software Engineer</b> I worked part time at BetterExaminations from April to July, doing mainly frontend work on the third-level version of their product. We used React and Ruby on Rails.	BetterExaminations, Dublin
Summer 2016	<b>Software Engineering Intern</b> I interned at <b>Workday</b> over summer on the Data Services team. For my main project I used modern web technologies to develop an internal navigation system that determined a device's position by the strengths of wifi signals. Technologies used: <ul style="list-style-type: none"><li>• <b>React</b>, <b>React-Router</b>, <b>JSX</b>, etc.</li><li>• <b>Ionic</b> (<b>Cordova</b> + <b>AngularJS</b>)</li><li>• <b>HTML5 Canvas</b></li><li>• <b>Leaflet</b> + <b>GeoJSON</b></li><li>• <b>Webpack</b></li><li>• <b>ECMAScript6</b> (transpiled down to ES5 using <b>babel</b>)</li></ul> When I'd finished this project I wrote <b>Scala</b> code for my team.	Workday, Dublin
2017 - present	<b>Netsoc Auditor</b> I am the auditor (chairperson) of Trinity College Dublin's <b>Netsoc</b> . This involves coordinating the committee and being accountable for the society's actions.	Trinity College Dublin
2015 - 2017	<b>Netsoc Sysadmin</b> I was a sysadmin (root user) of Trinity College Dublin's <b>Netsoc</b> servers. This involved maintaining our range of services, including hosting hundreds of websites for our members and other societies, IRC, emails, etc.	Trinity College Dublin
2016 - 2017	<b>Netsoc Public Relations Officer</b> I was the PRO for Trinity College Dublin <b>Netsoc</b> . This involves liaising with large companies, the college, our three hundred members, and other societies. It was my job to procure sponsorship, and to design and oversee the distribution of all printed and online material.	Trinity College Dublin

# Education

2015 - present

## Computer Science Student

Trinity College Dublin

I have completed two years of Integrated Computer Science at Trinity College Dublin. I have taken these modules:

- CS1003 - Mathematics
- CS1010 - Introduction To Programming
- CS1013 - Programming Project I
- CS1021 - Introduction to Computing I
- CS1022 - Introduction To Computing II
- CS1025 - Electrotechnology
- CS1026 - Digital Logic Design
- CS1031 - Telecommunications I
- CS1081 - Computers And Society
- CS2010 - Algorithms And Data Structures
- CS2014 - Systems Programming I
- CS2016 - Concurrent Systems And Operating Systems
- CS2021 - Microprocessor Systems
- CS2022 - Computer Architecture I
- CS2031 - Telecommunications II
- CS2041 - Information Management I
- CS2013 - Programming Project II
- MA2C03 - Discrete Mathematics
- BCPHLO - Problems In Philosophy

First year exam grade (overall): 1st

Second year exam grade (overall): 1st