Aaron Fogarty

aaron.fogarty@gmail.com • 16 Saint Killians Park Clondalkin Dublin 22 • 0872544889 http://ie.linkedin.com/in/aaronfogarty

Summary

Developed numerous programs at home, college and during my Internship using a variety of programming languages, in particular Java, also have customer-facing experience and valuable team-working experience gained in commercial and college settings.

IT Skills

* Associate Java SE 7 Programmer 1
* Intermediate C++ programmer
* Create SQL queries, procedures and functions for an Oracle Database.
* Design and create database schemas
* Capable of designing developing websites using Dreamweaver, JavaScript, CSS and HTML
* Design build and troubleshoot a network using routers and switches
* Design, query and build data analytic dashboards within Splunk

Education and Training

BSc Computing

***2013– To date*** Institute of Technology Tallaght

**3rd Year Modules studied,** Advanced Databases **(A)**; Web Design & Development 2 **(A)**; Algorithms and Data Structures 1 **(B+)**; Operating Systems **(B+)**; Cloud services and distributed computing **(B)**; Innovation & Entrepreneurship **(B)**

**GPA** 3.50/4.00 (First Class Honours)

**2nd Year Modules studied,** 2nd Year Project **(A)**; Software Development 4 **(A)**; Management Science **(A)**; Networking 2 **(A)**; Object Oriented Analysis & Design **(A)**; Information Security **(A)**; Software Quality Assurance & Testing **(A)**; Software Development 3 **(A)**; Database Design & Programming **(B+)**; Networking 1 **(B+)**; Web Design & Development **(B+)** Discrete Mathematics 2 **(A)**

**GPA** 3.88/4.00 (First Class Honours)

Oracle Certified Associate Java SE 7 Programmer 1

***Completion May 10th 2012*** Oracle/ Dara Linn/ Fas

Level 5 BETEC Higher National Diploma Music Technology

***2005-2007*** Ballyfermot College of Further Education

FETAC NCVA Music Technology & Performance

***2004-2005*** Kylemore Music Technology College

City & Guilds Sound Engineering Part 1 & Part 2

City & Guilds Advanced Sound Engineering Part 3

***2002-2004*** Pulse Recording College

Significant Projects Undertaken

Splunk-Data-Enricher (SDE) Internship Project Fidelity Investments

https://gitlab.fmr.com/a585166/Splunk-Data-Enricher

https://ribbit.fmr.com/docs/DOC-715079

SDE is a tool that helps to add more meaningful information to your events within Splunk. Splunk provides a lookups feature that allows you to reference fields in a csv file. SDE helps you build these csv files by collecting its data from People Central. SDE was developed as a solution to the removal of the Splunk LDAP add-on. Many of our Dashboards relied on the data provided by the LDAP add-on and so a replacement was needed. Because it can be time consuming compiling all of the required details of every user into a csv file the SDE is designed to provide an auto-generated csv file to be used as a lookup in Splunk. SDE takes in a list of corporate IDs and returns a csv file based on your chosen attributes from the People Central Data Dictionary.

**Challenges faced:**

* Working with new and unfamiliar technology REST Endpoints, Splunk SDK, People Central DQS
* Learning company specific security and authorisation constraints

**Technologies & Tools Used:**

Java, Maven, People Central DQS, Splunk SDK, Splunk, Jira and Stash

2nd Year Project

https://github.com/AFog/Senond-Year-Project.git

A group project involving the development of a persistent retail web application, where users could create sessions edit/modify account details stored on a local database. Features included encrypted account authorization and privileged administrative access, input validation, data modification and updating. We were the first and only 2nd year group to undertake the project using the Play Framework.

**Challenges faced:**

* Creating a user session
* Working with an unfamiliar technology (Play Framework)
* Time management and version control

**Technologies & Tools Used:**

Developed in a MVC architecture, Play Framework, Java, Dreamweaver, CSS, HTML and JavaScript

Personal Software Development

https://github.com/AFog/Quest.git

I enjoy the challenge of problem solving and working on new projects. I have developed a Branching-Path game in Java called Quest. Initially written during my first Java course using simple switch statements. I later refactored the code from around 1200 lines to 450 lines of code by simplifying the control statements and classes. I am currently developing it for the Android platform.

Employment

Fidelity Investments

Trainee Software Engineer Developer 26th Jan 2016 – 9th Sept 2016

As part of the Mobile Atlas Team I was tasked with designing and developing the Splunk-Data-Enricher. I was also in charge of developing and maintain the teams Splunk App dashboards. I also refactored code within Fitnesse as part of the QA team.

Get Fresh Fruit & Vegetables store

Customer Service part-time 2013 – 2015

I managed stock control and orders, delegated tasks among staff and provide a friendly customer service to handle any queries or requests.

Smock Alley Theatre

Technical staff January ***2010 – May 2012***

As one of two in house technicians my responsibilities were diverse. I was required to fulfill the roles of sound engineer, lighting technician, general manager and chaperone to clients and companies. I was part of a team that maintained the up-keep of the building and ran regular equipment servicing. In a position with many roles I was regularly expected to perform above and beyond the call of duty to meet all clients’ expectations and needs.

Hobbies and Interests

Art & Design: When I get a chance I like to spend time sketching and painting or designing in Photoshop.

Music: I like to write and record music, and play guitar and piano in a group with friends once a week.

**References Available on request**