Carlo McGinley

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Career Objective

 I have a strong passion for all aspects of software engineering, with experience in working on an academic, professional and personal level, enhancing skills I have already developed, while continuing to learn new skills.

Education

BSc (Honours) in Computer Science & Information Technology, NUI Galway September   Final
Year – Predicted 2:1

Third Year – 54.50 (2:2)

Professional Skills 77%, Programming III 40%, Networks & Data Communications II 41%, Database Systems II 55%, Organisational Innovation 68%, Software Engineering II 82%, Human Computer Interaction 40%, Programming Paradigms 62%, Games Programming 40%

Second Year – 41.00

Discrete Mathematics 35%, Software Engineering I 53%, Object-Oriented Programming 40%, Introduction to Statistical Data & Probability 40%, Database Systems I 40%, Computer Systems & organisation 35%, Networks & Data Communications I 36%, Object oriented programming: Data structures & algorithms 40%, Linear Algebra 40%, Introduction to Modelling 40%, Next Generation Technologies II 40%.

First Year – 47.17

Professional Skills I 61%, Computing Systems 42%, Algorithms & Information Systems 47%, Fundamentals of Electrical & Electronic Engineering I 53%, Programming 49%, Next Generation Technologies I 48%, Mathematics 42%, Introduction to Physics 44%.

Secondary Level Education

Pobal Scoil Gaoth Dobhair, Gweedore, Co.Donegal - 435 points

Irish (H) B1, English (H) C3, Mathematics (O) B2, Geography (H) B2, Biology (H) D2, Accounting (H) C1, Business (H) A2.

Projects

Final Year Project – Call Rating System: Developed a cloud hosted call rating engine that allows VoIP companies to bill companies in a similar manner to traditional telecommunications companies, while also allowing customers to view call history, and make payments.

CodeCrowd: Created and maintained a user account systems for a social networking / crowd funding hybrid website created as part of a second year group project.

Space Invaders: Developed a rendition of the classic video game "Space Invaders" in Java, as part of a second year university project.

Kings: Developed a digital version of the classic Card game "Kings" in the C programming language as a personal project.

Achievements

Scifest 2015, First place, Technology Category:

Received a first-place prize for my project, researching the overall effectiveness of using passwords, and the attitude 12-18 year olds took towards cybersecurity.   Skills

Fluent in Gaeilge

Spoken as a Second Language for a number of years. Attended a Gaelscoil as part of my primary and secondary education.

Teamwork

Developed my teamworking skills through work experience and group projects.

Proficient in C, Javascript, Java and Python

Completed many college assignments using these languages.

Experienced in Web Development using HTML and ReactJS

Created websites in the past, as part of college projects, personal projects, and as a secondary school project entered into the Scifest Science competition.

Well-versed in database technology

Familiar with MySQL. Created and Implement REST and GraphQL API's to interact with database management systems

Familiar with AWS Ecosystem

Utilised many components of the AWS ecosystem during the duration of my final year project, including Amplify, Cognito, DynamoDB, S3.

Work Experience

January 2020 – April 2020

Software Development Intern, Openjaw Technologies, Galway

- Developed frontend and backend software solutions as part of an agile team working to create an AI chatbot for use within the aviation industry.
- Developed unit tests for Java using the Junit framework, as well as implementing rigorous regression testing procedures.
- Participated in weekly planning meetings, and bi-weekly retrospective meetings to plan the future progression of the product, and solve problems as they appeared.

March 2016 – December 2019

Kitchen Porter / Commis Chef, An Chúirt hotel, Gweeedore, Co.Donegal

- Prepared Starter, Main course, and Dessert dishes with a high level of precision, in a timely manner.
- Ensured a high level of cleanliness was maintained throughout the kitchen and surrounding areas.
- Conferred with management regarding inventory levels.

Referees

Michael Kenneally, Product Manager

Openjaw Technologies, Galway

Michael.kenneally@openjawtech.com

Lewis Connon, General Manager

An Chúirt Hotel, Gweeodre, Co. Donegal

lewis-connon@outlook.com