Cormac O' Connor

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EDUCATION

University Of Limerick   Castletroy, Limerick
Bachelor of Science in Computer Game Development, Second Class Honours Grade 1   *Graduated Aug 2024*

Scoil Pól   Kilfinane, Limerick
Leaving Certificate   *Graduated 2020*

EXPERIENCE

IT Systems Engineer   May 2024 – Present
John Paul Construction   *Remote, Netherlands*
- Maintaining and creating my teams documentation on IT processes and departmental procedures this was a big contribution that lead to the company obtaining ISO27001.
- IT cloud infrastructure maintenance specialized in Azure, Datto, Citrix Cloud, Control Up, Active Directory and Entra.
- Contacting external providers and working collaboratively to resolve outages.
- Managed monthly audits for 1000+ devices registered with the company.
- Overseeing user accounts, access, and privileges.

Full Stack Software Engineer Intern   Jan 2023 – Dec 2023
WpEngine   *Limerick, Ireland*
- I was a part of Team Athena that developed and maintained the customer-facing web portal using React, TypeScript, and Ruby on Rails serving 500k+ users.
- Collaborated within an Agile/Scrum environment, contributing to sprint planning, stand-ups, and retrospectives.
- Actively engaged in team discussions, providing innovative solutions and supporting collaborative efforts.
- Delivered presentations to stakeholders, showcasing key contributions and project progress.
- Analyzed and documented legacy systems built on Ruby on Rails.

IT Support Engineer   May 2022 – September 2022
John Paul Construction   *Dundrum, Dublin*
- Conducted on-site network and hardware repairs, ensuring minimal downtime and optimal performance.
- Worked on the help-desk team, taking user requests about general IT issues, printers and email access.
- Conducted a detailed analysis of IT assets and removed inactive devices and phone numbers.
- Provided technical support and troubleshooting for various IT-related issues.
- Collaborated with the IT team to implement and improve system processes and infrastructure.

PROJECTS

Flask AI Site— *Flask, AI, Python, Git*   June 2023 – Dec 2023
- Developed a web application using Flask that allowed you to enter in text and use an AI api to scan for emotion or sentiment detection.
- Implemented GitHub for version control.
- Used Agile methodologies to streamline features and track progress timelines.

Grid Runners — *Unity, C#, Blender, Git, Obsidian*   Oct 2023 – May 2024
- Developed a first-person shooter game in Unity with custom models, physics, scripting, level design, and UI.
- Received a B1 grade for the project as part of my Final Year submission in college.
- Implemented continuous delivery pipelines using Agile methodologies, Kanban and Github.
- Documented development progress, research, and ideas using Obsidian.

Technical Skills

Programming Languages: Java, Python, JavaScript, C#/C++, SQL (PostgreSQL), Ruby, Bash/Shell
Web Technologies: React, Node.js, Flask, FastAPI, Ruby on Rails, HTML/CSS, WordPress
Cloud & Infrastructure: Active Directory/Entra ID, Citrix Cloud, , Datto, Vsphere, ControlUp, Docker, Linux (Debian/Kali), Windows, MacOS
Development Tools: Git, VS Code, IntelliJ, PyCharm, Visual Studio, Firebase, Unity
Data & Analytics: Pandas, NumPy, Matplotlib, Jupyter Notebook
Testing & Quality: Capybara, Material-UI

Certifications

AI & Development: IBM Developing AI Applications with Python and Flask (Mar 2025)
Data Science: IBM Python for Data Science, AI & Development (Mar 2025)
Version Control: IBM Git and GitHub (Dec 2024)
Data Analytics: Google Foundations: Data, Data, Everywhere (Nov 2024)
System Administration: IBM Linux Commands and Shell Scripting (Nov 2024)
Software Engineering: IBM Introduction to Software Engineering with Honors (Nov 2024)

Languages

English: Native/Fluent
Irish: Conversational
Dutch: Learning/Beginner