

DARREN SILLS

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Full stack developer with a broad technical foundation spanning frontend frameworks, backend development, and database design. Quick learner with a systematic approach to problem-solving, seeking to contribute to a collaborative development team.

SKILLS

Languages: C#, C++, Java, Python, TypeScript, JavaScript, PHP

Frontend: React, TailwindCSS, State Management, Responsive Design

Backend: Node.js, Express, .NET / ASP.NET Core, REST APIs, Authentication (JWT, OAuth)

Databases: MySQL, PostgreSQL, MongoDB, Firebase (Firestore, Realtime Database)

DevOps & Tools: Git, GitHub Actions, Docker, Vercel, Netlify, Postman

Design & Other: Object-Oriented Programming, Design Patterns, MVC/MVVM, Figma, Unity, Technical Documentation

Familiar with: AWS (S3, EC2, Lambda), GraphQL, WebSockets, CI/CD pipelines

PROJECTS

Unity Systems-Based RPG [[GitHub](#)]

Tech: C#, Unity, Blender

- Developed modular gameplay systems in C# using object-oriented design principles
- Created custom Unity editor tools to streamline level and content creation workflows
- Implemented game state management and event-driven architecture
- Wrote comprehensive technical documentation and published project website

Film Discovery Web Application [[GitHub](#)]

Tech: React, Firebase, TypeScript, REST APIs

- Developed a film search and discovery app integrating the TMDB REST API
- Implemented user authentication and personal watchlist functionality using Firebase
- Built reusable, type-safe React components with TypeScript
- Managed application state for real-time content updates and user interactions

EDUCATION

- **BSc (Hons) in Computer Science** (*First Class Honours*)

Southeast Technological University | Waterford

- **Study Abroad**

Shibaura Institute of Technology | Tokyo

ADDITIONAL SKILLS & INTERESTS

Conversational Japanese • Ranked top 500 globally in competitive online games, demonstrating high-level strategic decision-making, rapid adaptation, and performance under pressure • PC builder enthusiast • Frequent participant in open-source video game modding and decompilation projects.