Darragh Flynn

+44 7388024230 | psydf6@nottingham.ac.uk | github.com/DFly7

EDUCATION

University of Nottingham   Nottingham, UK
BSc Hons Computer Science with Year in Industry   *Sep. 2023 – June 2027*
- On track for First-Class Honours with a Year 2 average of 75%.

Ballyclare High   Ballyclare, UK
A Levels: A*A*A (Physics, Maths, Computer Science)   *Aug. 2015 – May 2022*
- Awarded the **Granger Award** for the top-performing student in A-Level Physics.

EXPERIENCE

Software Engineer Intern   June 2025 – June 2026
VISA   *Belfast, UK*
- **LLM-Ops & AI Automation:** Engineered an AI-driven "Front Door" triage system using **Python and LLMs** to analyze Jenkins build logs; automated initial diagnostics for infrastructure tickets, reducing manual triage toil for the global ASE team.
- **CI/CD Modernization:** Spearheading the migration of legacy Jenkins Shared Libraries (**Groovy**) to **GitHub Actions**, refactoring complex automation logic into reusable YAML workflows to modernize the global CI/CD pipelines
- **Enterprise Platform Engineering:** Administering a high-scale **CloudBees Jenkins** environment using **Configuration as Code (CasC)** and **Seed Jobs** to programmatically define and maintain pipelines for 500+ applications and pipelines.
- **Configuration Management:** Developing idempotent **Ansible playbooks** to enforce system state and prevent **configuration drift** across a global fleet of **Linux VMs**; streamlined the delivery of critical security patches.
- **Full-Stack Rotation (Upcoming):** Selected to build containerized **Java Spring Boot** microservices, focusing on scalable backend architecture and RESTful API integration.

Store Associate   June 2022 – June 2024
Eurospar   *Templepatrick, UK*
- Maintained high operational standards in a fast-paced environment, focusing on reliability and team-based problem solving.

PROJECTS

Real-Time Golf Swing Analyzer | *Python, MediaPipe, Swift, WebSockets, Edge Computing*
- Built a real-time biomechanics tool using **MediaPipe** to extract 3D landmarks for swing analysis.
- **Architectural Optimization:** Resolved significant network latency by migrating AI inference from the backend to the iOS device, streaming skeletal coordinates instead of raw video frames.
- Developed a **SwiftUI** frontend that provides instant audio-visual feedback based on pose similarity metrics compared to professional benchmarks.

High-Performance Chess Engine | *C++, Bitboards, Algorithms*
- Engineered a modular C++ chess engine utilizing **Bitboards** for highly efficient board representation and move generation.
- Implemented **Alpha-Beta pruning** with iterative deepening and move ordering to optimize search tree depth.
- Applied Object-Oriented Design (OOD) to ensure a clean separation between the evaluation engine and the move-generation logic.

GenAI Education Platform | *React, FastAPI, Supabase, LLMs*
- Architected a full-stack revision platform that uses LLMs to enable students to more effectively utilise AI in revision and memory recall tasks.
- Integrated **Supabase** for secure user authentication and PostgreSQL storage, utilizing **FastAPI** for asynchronous backend processing.

TECHNICAL SKILLS

Languages: Python, C++, Java (Spring Boot), SQL, JavaScript, Bash, Groovy
DevOps: Kubernetes, Docker, Helm, Ansible, Github Actions,CloudBees Jenkins (CasC/Seed Jobs), Linux (RHEL)
Frameworks/Tools: FastAPI, React, Supabase, MediaPipe, Git, VS Code, IntelliJ