## Personal Details

|  |  |  |
| --- | --- | --- |
| Eamonn Duffy | Notice Period: | 6 Weeks. |

## Areas Of Expertise

|  |
| --- |
| Effective communication with superiors and colleagues; Full lifecycle experience, from large to small projects; Team environments; Object Oriented Design and Development; MS Windows; Visual Studio; .Net and .Net Core; C#; ADO.NET; Entity Framework; ASP.NET MVC & Web API; SQL Server; Windows Services; RESTful Web Services; SOAP; Visual C++; Multi-threading; COM; MFC. Novice/Intermediate: Mentoring; Code Reviewing; CI/CD – TeamCity/Octopus-Deploy; Jira; Angular 6; Visual Studio Code; JavaScript; TypeScript; Git; ASP.NET Core; Xamarin; Java; PHP; XML; HTML/CSS; NetBeans. |

## Qualifications

|  |
| --- |
| [Dublin City University (DCU, née NIHE)](http://www.Duffy.global/V1/Link/R1000) B.Eng. (Honours) in Electronic Engineering. |

# CAREER TO DATE

|  |  |
| --- | --- |
| [Payzone (Ireland)](http://www.Duffy.global/V1/Link/R3009) | Dec 2011 – Present |
| * Payzone provide Financial-Technology/Payment Solutions. * Work was carried out using Visual Studio 2008 to 2019, and Visual Studio Code. * Work was initially carried out in **Windows Services**, **C#**, **SOAP**, **SQL Server** and **SSRS**. * Work was also carried out in **C#**, **HTML/CSS**, **JavaScript**, **jQuery** and **ASP.NET MVC.** * Work was additionally carried out in **C#**, **SQL Server**, **Angular 6**, **Visual Studio Code**, **ASP.NET MVC & Web API** (**RESTful Web Services**). * Work has more recently been carried out in .Net Core and organised using **Jira**, reviewed using **Git**, and integrated and deployed using **TeamCity** and **Octopus Deploy**. | |

|  |  |
| --- | --- |
| [EVE](http://www.Duffy.global/V1/Link/R2000)/[GHIS](http://www.Duffy.global/V1/Link/R2001)/[GHIS Student Portfolio](http://www.Duffy.global/V1/Link/R2002) | Jun 2010 – Nov 2011 |
| * Web Design (**HTML**, **CSS**, **JavaScript**, **jQuery**); some image processing; using Adobe CS3. * ECDL Syllabus 5 (**Microsoft Office**). * Communications. | |

|  |  |
| --- | --- |
| Personal Learning | May 2009 – Jun 2010 |
| Pursuing Windows and Cross-Platform software-based learning for interest and to improve skills.   * Web Services (**C#**, **ASP.NET**, **Java**, **XML**, **Password Hashing**). * Web Site updates and investigation (**C#**, **ASP.NET**, **XML**, **PHP**, **HTML**, **Java**). * Visual Studio .NET 2003; Visual Studio Express Editions: 2008 & 2010; and NetBeans. | |

|  |  |
| --- | --- |
| Client: [Sony Broadcast & Professional (Europe)](http://www.Duffy.global/V1/Link/R3001) | Jan 2008 – Apr 2009 |
| * Sony develop products and provide services for the broadcast and medical industry. * Work was carried out using Visual Studio 6, Visual Studio .NET 2003 and Visual Studio 2005. * Initially worked in **C++**, **MFC** and **STL**, with sockets and some simple threading, and then worked in **C#** and **C++**, with some threading. | |

|  |  |
| --- | --- |
| Client: [CheckFree](http://www.Duffy.global/V1/Link/R3008) via 6PM Consultancy | Jun 2007 – Jul 2007 |
| * CheckFree produce Banking and Cheque Processing solutions. * Work was carried out using Visual Studio .NET 2003; ultimate target system was Solaris.. * Worked in **C++** (with some **STL**) from design work done by a Technical Architect using UML. * Produced unit tests as the code was developed; all code was reviewed before it was checked in. | |

|  |  |
| --- | --- |
| Client: [Axxia](http://www.Duffy.global/V1/Link/R3007) | Jan 2007 – May 2007 |
| * Axxia produce case and document management software for the legal profession. * Work was carried out using Visual Studio 2005. * Worked in **C++**, **MFC** and **SQL**, with some **ATL** and **COM**, and some simple threading. | |

|  |  |
| --- | --- |
| Client: [MMI Research](http://www.Duffy.global/V1/Link/R3006) | Jul 2005 – Jan 2007 |
| * MMI Research specialise in communications and security solutions. * Work was carried out using Visual Studio .NET 2003 and Visual Studio 2005. * Initially worked in **C++** and **MFC**, and then worked in **C#**, **Managed C++** and **C++** (with some **STL** and multi-threading). | |

|  |  |
| --- | --- |
| Client: [Oxford Instruments Medical](http://www.Duffy.global/V1/Link/R3000) | Jan 2004 – Dec 2004 |
| Originally called Medelec (see later).   * Oxford Instruments Medical produced medical electronic solutions. * Work was carried out using Visual Studio .NET 2003. * Design work was carried out using **UML**, and implementation was carried out using **C++** and **MFC**, with some multi-threading. | |

|  |  |
| --- | --- |
| [Eadent](http://www.Duffy.global/V1/Link/R3005) | Feb 2003 – Jun 2010 |
| Pursuing software-based business startup ideas with colleagues, and later contracting/consultancy.   * Developed a location-based tracker (using GPS) with map display (**C++**, **MFC**, **Map Pro**, **SMS Gateway**). * Developed a multi-tier knowledge management system, using a unit test driven approach, with a location-based prototype web site application (**C#**, **ADO.NET**, **SQL Server**, **csUnit**). | |

|  |  |
| --- | --- |
| Travelling and visiting family and friends | Jun 2002 – Jan 2003 |
| Florida, New York, Singapore, Australia, New Zealand and Hong Kong. | |

|  |  |
| --- | --- |
| Muse Gaming/GoldPlay UK/Kismet Studios | Apr 2000 – Apr 2002 |
| Developing a gaming system accessible over the Internet.   * The gaming system consisted of: ATL client-server framework; SQL Server; IIS; chat server; web-based administration. Each game had client and server components running on this framework. * Team-based environment. * Defined the system architecture for the addition of chat and auto-update functionality. * Developed the multi-threaded chat server (**TCP/IP sockets**, **I/O completion ports**, **C++**, **ATL**). * Developed the client side of the auto-update facility (**TCP/IP sockets**, **C++**, **ATL**). * Worked with team involved in defining the architecture for adding multi-player functionality. | |

|  |  |
| --- | --- |
| [Sony Broadcast & Professional (Europe)](http://www.Duffy.global/V1/Link/R3001) | Aug 1997 – Mar 2000 |
| Developing products and providing services for the broadcast industry.  Systems Product Development was a Consultancy department within Systems Integration division, developing project-based custom software solutions, for local and international clients. Example projects:  *Big Brother (Dutch [1999] & German [2000])*   * Developed software for part of the initial Big Brother TV shows. * Wrote a multi-threaded in-process **COM** server (**C++**, **ATL**, **OLE DB**) to interact with an Oracle database. * Successfully established good channels of communication with colleagues in Holland, who were responsible for developing the applications that used the server. * Commissioned systems on site with Dutch colleagues, for the first Dutch and German shows.   *Subtitle And Stream Synchroniser; Material Broker*   * Initially developed part of a large system for a customer in Israel (Subtitle And Stream Synchroniser application). * The multi-threaded, **C++** and **MFC** application (with UI) interacted with 5 other systems (using **TCP/IP sockets**) and an Oracle Database. Two of the systems were provided by external companies. * Developed simulators for the external interfaces as the systems were not available locally. * Later assisted a colleague develop another part of the system (Material Broker application). * Developed an in-process **COM** server (**C++**, **ATL**, **OLE DB**) to interact with an Oracle database, and integrated it into the application. * Co-developed the code to parse and generate simple **XML** files (**C++**, **MFC**, **Microsoft XML interfaces**).   *Tape Library System*   * Part of a 4 strong team developing a Tape Library System for a Spanish customer. * Co-designed the system using **UML** and **Rational Rose**. * Developed an in-process **COM** server (**C++**, **ADO**) to interact with an Oracle database. This was used by the other applications in the system. * Developed the Librarian Client UI application (**C++**, **MFC**). * Developed an Event Logging in-process **COM** server (**C++**, **ATL**), which was later re-used on other projects.   *Tape Preparation System*   * Part of a 6 strong team (2 Sony, 4 external) developing a Tape Transfer system for an Italian customer. * Responsible for developing the Tape Preparation part of the system. * Interacted extensively with Italian engineer responsible for the PLC control of the conveyor belts and robots, and co-developed a software/control architecture with them. * Developed many multi-threaded in-process **COM** servers (**C++**, **MFC**, **Serial communications**) for controlling Bar Code Readers, a Bar Code Printer and a Tape Cleaning Unit. * Developed a main application, with UI, (**C++**, **MFC**) to sequence and control the overall Tape Preparation process, including communication/interaction with the PLCs via Digital I/O lines. | |

|  |  |
| --- | --- |
| [Medelec](http://www.Duffy.global/V1/Link/R3000) | Sep 1988 – Jul 1997 |
| This company designed & manufactured medical diagnostic equipment.   * **Synergy** – Real-time, multi-threaded, MS Windows-based signal acquisition and analysis equipment. * Member of architecture team. Used a combination of **OMT** and **Booch**, and the System Architect tool. * Member of team that designed and implemented the multi-threaded real-time trace display (**C++**, **MFC**). * Initially developed the multi-threaded framework (**C++**, **MFC**) for the system. * **Athena NT+** - Real-time, multi-tasking, PC-based, vital signs monitoring equipment. * Developed from scratch for sister company in Denmark, using iRMX for Windows Operating System. * Designed and developed parts of the main multi-tasking PC software (**ANSI C**, **iRMX for Windows**) and all of the real-time display software for the custom graphics card (**ANSI C**, **Texas Instruments 34010 Assembly Language**). * Seconded to Denmark for 16 months to assist the transfer, completion and launch of the product. * **Sapphire:** Developed text-display, interrupt handler and startup software (**ANSI C**, **Hitachi H16 Assembly Language**). | |