

# Eoin Howard Scully

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GitHub: <https://github.com/AnonymousApplicant123>

## Professional Profile

I am an enthusiastic recent graduate who is looking to make a strong start in a career in software engineering. I am proficient in a range of programming languages and techniques. In particular I have experience with Java, Python and C++. To expand my skillset, I am currently pursuing an AWS certification and exploring graphics programming with OpenGL and C++

## Education

### University of Sussex

2022-2025

Bsc (Hons) Computer Science - Achieved a 2:1

#### Key Modules

- Compilers and Computer Architecture - *Learning about the inner working of programming languages*
- Software Engineering - *Practice working in an Agile development team*
- Advanced Natural Language Processing - *Learning about the inner workings of modern AI*

### Watford Boys Grammar School

2015-2022

#### A-Levels:

- A - Maths
- A - Computer Science
- B - Physics

#### GCSEs:

- 8 Subjects, grades 7-9 including Maths, English and Computer Science

## Work Experience

English's of Brighton Oyster Bar and Restaurant - Bartender / Runner May 2024 - August 2025

Worked in a fast paced environment which required quick thinking, efficiency and good communication with colleagues and customers

## Voluntary Experience

Scouts - Young Leader

## Skills

- Proficiency in several programming languages including C++, C#, Python, Java and JavaScript
- Familiar with web technologies such as REACT, Spring Boot and nodejs
- Good communication skills and effective time management

## Hobbies and Interests

- Programming - In my spare time, I expand my skillset by completing small solo projects
- Music - I play guitar often either alone or with friends
- Hiking - I enjoy wild camping and hiking, I have completed several camping expeditions in Dartmoor national park

## Notable Projects

*EoINPLA* - A visual interpreter for INPLA, a language based on the interaction net model of computation.

*Boids* - A simple boids simulation written with OpenGL. This was a summer project I pursued to teach myself OpenGL and expand my skill set