

## John Kavanagh

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### Profile

- Qualified and hard-working programmer with the ability to work expertly as part of a team.
- Strong knowledge of object-oriented programming, languages include **C++**, **C#**, **Java**, **JS**, **HTML5** and **Python**.
- IDE's I am proficient in include **Microsoft Visual studios**, **Intellij**, **WebStorm**, **PyCharm** **Android Studio** and **Unity**.
- I have been trained to code software using a problem solving, agile approach.
- I have worked abroad, countries include England, United States and the Netherlands, all while studying at IT Carlow.

### Education

**2012 - 2017 (BA Hons) Computer Games Development Institute of Technology Carlow**

This four-year honors degree provided me with the skills I needed to become a professional developer. I have acquired skills in software design and programming, game design, graphics programming, modelling, simulation and animation.

**Final Year Project- 2D Bullet Hell Game (Android) coded in C++ while using the cocos2dx library.**

Scope: 2D Bullet Hell game where the purpose of the game is to avoid obstacles and kill enemies to progress through the levels. Some of the games features included sprite manipulation, touch controls, AI and AABB collision detection.

**2011 Leaving Certificate (425 points) De La Salle Presentation College Carlow**

### Work History

**July 2017 – Present Digisoft.tv (Junior Developer / QA)**

#### **Key Duties and Responsibilities:**

- I worked with a US Company on a team of 11 as QA.
- Worked mostly with **DevTest Lisa** while testing code for various microservices. Both front end UI and back end API testing.
- Used **JMeter** to test performances of our microservices.
- Have a lot of experience with **Jenkins**, **Kubernetes** and **QMetry**.
- Have some experience with **Couchbase**, **Spring-boot** and **Swagger**.
- As well as QA I also worked on some code both front and back end. Languages included **Java**, **Node.js** and **Polymer**.

I also have a good academic knowledge of Android Development from working in Digisoft. Using Android Studio coding in Java.

**October 2015 – May 2017      Roadhouse Café, Carlow Town.      (Waiter)**

**Key Duties and Responsibilities:**

- Employed on a part-time permanent basis since the start of 3<sup>rd</sup> year of college.
- Opening and closing the restaurant.
- Cash handling, till reconciliation, bank lodgements etc...
- Customer Service, queries and complaints, taking orders and serving food.

**March – August 2015      HogeSchool van Amsterdam (WOSI) Junior Programmer (Work Placement)**

**Key Duties:**

- I worked on a website call lifelong testing. Link; <http://www.lifelongtesting.nl/>
- Fixed bugs with website that used java server pages based on HTML and XML. Some bugs were aesthetic but most were security problems with code errors.
- Learned a great deal about internet security and how to manage security between web pages without having gaps in it.
- Added new features like new games. (coded in JS)

**May – August 2013      Mc and O Construction (New York)      Laborer (J1 Work)**

**May – August 2012      Cappagh Construction (Wimbledon, London)      (Assistant) (Summer Work)**

**School Achievements**

Senior Sport Star 6<sup>th</sup> year      Achieved Bronze Gaisce Award 6<sup>th</sup> year  
School Prefect      A member of our schools debating team  
Placed last 40 to represent Ireland in Math's Olympics 6<sup>th</sup> year

**Hobbies**

I'm a very active person and from a young age I was very sporty I found playing sport from a young age gave me great discipline and showed me that making small improvements every day can amount to great things down the line.

I played Soccer, Gaelic football, basketball, rugby and hurling.

I am also an avid gamer I have a League of legends Team that enters in national tournaments in Ireland.

**References available upon request**