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 **Android Studio**, **Intellij, WebStorm, PyCharm**, **Microsoft Visual studios, Visual Code** and **Unity5.**
- Extensive knowledge of version control using **Github** and **Bitbucket**.
- 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.

Work History

July 2017 – Present   Digisoft.tv   (Junior Developer)
Key Duties and Responsibilities:

January 2019 - Present   Web Development - Full Stack
- This team consisted of 2 iOS, 2 Android, 2 web developers and 1 QA. I was doing both android and web developing on this project.
- Developed a Content Management System for our clients to populate our Audio Tour guide.
- Front end was coded in **HTML5**, **CSS** and **JS**. All CRUD commands were called using **Ajax** calls.
- Back end API was developed with **NodeJS** using **express** framework and an **Amazons Aurora (MySQL)** database.
- Dev ops side was all handled using **AWS**. I have considerable knowledge with **S3** buckets, **Cloudwatch**, **Elastic beanstalk**, **IAM** and **EC2.**

June 2018 - Present   Android Development
- Developed Audio Tour guide applications through **Java + Kotlin** using **Android Studio**.
- Utilized Beacons, consuming REST API using Retrofit, persistence using SQLite, Data Binding library.
- Good working knowledge of **Gradle** dependency management.
- Making the Application white label using Android Flavours.
- Confluence and Github documentation of modules.
- Utilized **Bitrise** as our CI system for building, artifact distribution and deployment to the Playstore.
- Released 2 applications, EPIC Audio Tour Guide and FAI audio guide.
- Knowledge of core Android APIs and tools including RecyclerView, Activities, Fragments, Constraint Layout, Android Architecture Components including Room and LiveData.
- Utilized Design Patterns such as Singleton, Repository Pattern, Builder, MVVM following the Android Architecture Guide for optimizing performance and separation of concerns.

February 2018 - June 2018   Company - IDS
- Worked as a **Python** developer on 2 backend API's using Flask framework (Python 2.6)
- API's would handle (CRUD) commands that would remove, update or delete TV shows from a database.
- Worked with setting up **Nomad** clusters and **Docker** containers to run the API's.
- Learned about asynchronous python requests to maximise data transfer.
- Learned how to document my code using **Swagger** docs.
- Finished work on both API's in June 2018 and moved onto inhouse Android Development.

July 2017 - February 2018   Company - AT&T
I worked with a US Company on a development team of 11 as QA. The product was backend api's that handled metadata to help Directv handle heavy traffic and down times of their product.
- 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.**

Education

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

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

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

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