Luke Hackett

Computer Science Student in Trinity College Dublin (2nd Year)

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EXPERIENCE

Travelport Digital, Dublin — *Software Engineering Intern*

June 2018 - August 2018

- Spent three months Interning in Travelport Digital working on Backend development for one of their product teams.
- Worked on multiple features and experienced deploying components through multiple environments.
- Used technologies such as Ansible and Jenkins and programmed mainly in Groovy.
- Participated in daily standup and system demos. Gained experience in working in Agile and SAFe..

Fleetmatics, Dublin — *Work experience*

February 2016

- Developed various python programs such as a simple GUI calculator using Tkinter library(see here).
- Participated in daily scrum and learned about the agile programming approach in a Software development company

EDUCATION

Trinity College, Dublin — *Computer Science*

September 2017 - Present

- Currently pursuing a degree in Integrated Computer Science from Trinity College Dublin
- Have completed a year of study and achieved an overall First for the year
- All of my College work is available on Github here

30 Days of Code, HackerRank

October 2017

- Completed HackerRank's 30 Days of Code to accelerate my learning outside of college, Available here.

SKILLS

Programming:

Java, Groovy, C/C++, ARM Assembly, Python, RESTful, JSON, XML, SQL, JavaScript

Technologies:

Linux, Git, Jenkins, IntelliJ IDE, Vim, Gradle, Android, Electron, VueJS, React, Express, NodeJS

Management:

Jira(Kanban)

Achievements

Won Best Project in First Year Programming Project in College.

Python Track, Codecademy

December 2015

- Completed the Python Track on Codecademy in preparation for work experience in preparation for Fleetmatics.
- This was my first time programming and it captured my attention and made me want to program more in the future.

PROJECTS

HQ Hacker — *Trivia bot*

I made a program that could take a screenshot of the popular trivia game 'HQ Trivia' during my first year of Computer Science, and attempt to choose the correct answer out of the three provided. It did this by using an API to read the text then processes the language to try discern meaning before searching online. This is available on my Github here.

Messaging Service — *Send encrypted Messages*

During my first year of College I made a messaging client that could be used to send encrypted using a server that I made. The server stored only essential information about the clients and had no knowledge of the content of the messages being sent through it. These projects are available on my Github here and here.

BOI Balance Checker — *Banking Application*

As an introduction to Android development I made a Banking application for my bank as a substitute for their own application. The benefits of this is your account information is persistent therefore after setup the process of checking basic account information is simplified. This is still in early stages of development and can be seen on my Github here.

OpenFlow Client — A *Networking and Electron Project*

As an extension to a College Project I made an Electron Client that would interact with The Spring Backend I had implemented for the network protocol. This client is a fully functional messaging client that can connect to a network and send/receive messages in the desktop application once connected. The UI is build using Vue JS and is contained in an Electron app. This can be seen on GitHub here as part of a bigger project.