

Cullen Mc Neice

Undergraduate Computer Science

07743 391131

Cullenjohn167@gmail.com

34 Wolselev Street, Belfast, BT7 1LG



Skills

- *Core skills*- solid background in Java, C#, C++ and MySQL.
- *Web technologies*- Aware of and programmed using Javascript, HTML/CSS, JQuery and Node.js.
- *Software applications*- Familiar with Linux Terminal, Gitbash and some powershell.
- *Operating systems*- Tinkered with a few Linux distros (Arch, Mint, Ubuntu), familiar with terminal operations, accessing repositories through package managers and different file systems.
- *Independent*- ability to solve complex problems with minimal guidance.
- *Software Development Frameworks*- Have operated under an AGILE and Waterfall methodology for University projects. I have also read Jeff Sutherland's (Creator of SCRUM) book on the topic explaining the advantages/disadvantages of other methodologies in real-life corporate examples.

Education:

Queens University: 2019-

Year 1:

Module	Grade
Architecture & Networks	83
Object-Oriented Programming	74
Mathematics	72
Procedural programming	62
Databases	60
Software Design	61

Year 2:

Module	Grade
Data Structures & Algorithms	72
Professional Experience	Pass
Transferable skills in the IT Sector	50
Theory of Computation	49
Cyber Security	69
Software Systems and Systems Development	67

Year 3:

Module	Grade
Software Testing	76% (Grade to Date)
Video Analysis and Machine Learning	40%
Cloud	TBA
Deep Learning	TBA

SERC: 2017-2019

BTEC Level 3 in IT: D*D*D* (Equivalent to A*A*A*) At A Level

Skills:**IT Projects:**

- Text-based monopoly game with an ecological preservation twist.
- An image generator for the Mandelbrot set, with adjustable co-ordinates to zoom in and out of the image.
- A 2D space invaders game called "Confederates Vs Indians" sharing the same gameplay loop with different modifiers like acceleration of missiles per level, Diagonal traversal (Instead of vertical/horizontal).
- A tic-tac toe game coded in python with an AI opponent. Three Levels of difficulty.
- Used TensorFlow to design an image recognition program that detects a user's input via a drawing mechanism. It was a CNN using feed-forward training data.
- React-based portfolio Website.
- Interpretable Machine Learning Model for Data Analysis.

Extra-Curricular:

- Volunteering at Sunflower Music Festival 2015-2018.
- Class Representative at Belfast Met Titanic Quarter (2014-2016).
- Class Representative at SERC (2017-2018).

Habits & Hobbies:

- *Reading*- I like to learn about new concepts. I'm an avid reader, usually reading 1-2 books a week (Avg 500 Pages).
- *Physical & Mental Wellbeing*: I exercise daily, mainly a run in the morning.
- *Technology*- Interested in new and upcoming technology, I listen to a few technology podcasts during the week-
- *Code-wars*- I usually spend an hour in the morning towards codewar challenges.

Work Experience:

Inish Education Technology (May 2021-February 2023):

- Creation of new features for Company's main Application
- Visual Updates to UI/UX

Y

- Software Specifications (Framework Constraints, Feasibility, Reusing previous modules).
- Site Administration (Super user access, read write execute permissions)
- Testing (Browser Compatibility, White-box -> Black Box testing, Resolving Bugs)
- Debugging.
- Technology Used: Laravel, PHP, VueJS, JS, JQuery, MySQL, Postgres, Git, slack.

Stryker (May 2023 -)

- Quality Inspection on PCBAs.
- Testing and documentation of failed Medical Equipment.
- Adjusting boundary boxes for print scanners.

Technology

References Are Available Upon Request.