**Sasha Kuechenmeister**

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GitHub: <https://github.com/SashaKuechenmeister1>

Website Portfolio: <https://sashakuechenmeister1.github.io/>

I am an excellent team player and an enthusiastic programmer who feels enjoyment from creating and developing software.

# EDUCATION

**Technology University Dublin, Ireland** September 2018 – June 2022

Bachelor of Computer Science (Hons) **Award:** First Class Honours / 1:1

# NOTABLE PROJECTS

For further details on my projects please visit my website and GitHub page from the links provided above.

# Undergraduate Final Year Project/Dissertation

Project and paper that creates a cooking recipe android application for users who want to find new recipes in an enjoyable and fun way through the use of a swiping-mechanism similar to that used in dating apps such as Tinder. This app uses **AGILE** design methodology, various coding techniques written in **Java** and **XML** using the **Android Studio IDE**.

# Enterprise Web Applications

Created a series of web-based projects demonstrating knowledge and use of technologies which include

**Bootstrap, Node.js, AJAX** and **JSON, REST API, Express.js, MongoDB, Redis, jQuery, Bcrypt,** and **Regex.** These technologies were used to design feature rich web pages, create servers, access JSON data, create **APIs** to respond to queries, creating websites to interact with the servers using these APIs, implementing cookies, implementing authentication with Redis, using MongoDB to store data, and implementing passwords and Regular Expressions.

# Game Engine Assignment

Designed and created a procedurally generated island that a player can navigate. Incorporates nature sounds, procedurally generating clouds, and a day/night cycle. **Perlin Noise** is used for procedural generation. Also created an editor which allows a person to generate new and unique islands or landmasses. App was created using the **Unity Game Engine** with **C#**.

# Production Ready Database

A database was set up and configured for a stockbroker company scenario. The database was stored on a virtual machine with **VMware** and **Ubuntu**. It was created in **PostgreSQL**. Security, Auditing, Performance Optimization, and Backup & Recovery were implemented once the database was created to make it production ready.

# Server Configuration Project

This project demonstrates knowledge and skills in setting up and configuring different types of servers. DNS, DHCP, NFS, and FTP servers were set up and configured. A network router was also set up. The technologies used to set these up were **Virtual Box**, and **Linux**. The version used was **Ubuntu**.

# Machine Learning Project

Created a Classifier with a GUI using **Java** and the Machine Learning algorithm **Naïve Bayes**. It used a dataset to predict how likely someone is to have COVID-19 based off symptoms. **Eclipse** was used for the **IDE**.

# Pico Jump Game

Created a **Pico-8** game based on the popular mobile game “Doodle Jump” using **LUA** programming language. Pico-8 is a fantasy console for making, sharing, and playing tiny games.

# TECHNICAL SKILLS

**Programming Languages:** C, C#, Java, HTML, CSS, JavaScript,SQL, R, Lua, XML.

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| **Tools and Engines:** | Visual Studio, Git, Eclipse, Project Jupyter, Kali Linux, Ubuntu,  Unity, RStudio, Oracle, MongoDB, MySQL, PostgreSQL, VMware, Virtual Box, AWS, Cisco Packet Tracer, Android Studio, Bootstrap, Node.js, AJAX and JSON, Express.js, Redis, jQuery, RESTful APIs, Pico-8, Anaconda, FreeBSD. |
| **Other** | Full Driving License, Cisco Certified Network Associate Routing and Switching (CCNA), NDG Linux Essential. |

# WORK EXPERIENCE

**Woodmarq, Dublin**

Operations Assistant (Full-time)

**June 2022** – **Current:** Help organise weekly workplan, set up and authorise payments to companies, sub-contractors, and partners, handle employee wages through Revenue, order, collect, and deliver goods to different jobsites, organise and file paperwork (i.e. invoices, delivery dockets, etc.).

**HX46, Goatstown**

Delivery Driver (Part-time)

**September 2021 – June 2022:** Deliver food to customers in a timely and organised matter. Accurately processed payment transactions and executed cash management duties. Communicated customer complaints, requests, and feedback to restaurant management.

**CPL, Dublin**

Data Research Analyst (Internship)

**March 2016 – April 2016:** Worked in the IT section of CPL and was required to research and contact ex-employees that worked for CPL on site at Google Maps from 2010-2015 and see if they were open to re-hire. Prepared and stored information using Excel.

# PERSONAL NOTES & INTERESTS

I am Irish/German and as a result am fluent in both English and German. I have a great passion for travelling. I am enthusiastic about technology and enjoy doing projects at home from building websites, making/tweaking games to troubleshooting and fixing IT-related problems. Once a week I enjoy playing 5-a-side football and on weekends I enjoy going hiking and camping around Ireland occasionally.