

SEAN LYNCH

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[Personal Site](#) | [GitHub](#) | [LinkedIn](#)

Master's graduate targeting software development and data engineering roles. Background in full-stack development, algorithms, UX, and data modelling. Fast learner with a practical, detail-focused approach.

EDUCATION

Master of Computer Science (Data Science) | Technological University Dublin

September 2022 – January 2024

- Relevant Coursework: Working with Data, Data Visualisation, Data Mining, Statistical Inference & Probability, Deep Learning, Problem Solving & Communications, Big Data, Data Governance.
- Result: Upper Second-Class Honors (69.2%) | GPA 3.7/ 4

BA Game Development | Technological University Dublin

September 2018 – May 2022

- Relevant Coursework: Games Programming, Game Tools, Prototyping, Production, Game Engines, Networking.
 - Result: Upper Second-Class Honors (68.7%) | GPA 3.7/ 4
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WORK EXPERIENCE

Senior Consultant | Grant Thornton | City Quay, Co. Dublin, Ireland

July 2025 – Present

- Worked as a Senior Tech Consultant at one of Ireland's leading consulting firms, supporting public sector clients in a fast-paced, high-pressure environment.
- Delivered data modelling and Power BI solutions to help clients automate processes and improve efficiency.
- Managed multiple client and internal projects simultaneously, presenting insights, teaching data skills, and helping clients improve operational efficiency.
- Set to undertake PRINCE2 and Agile training with the firm in 2026 to strengthen project management capabilities.

Data Engineer | Bank of Ireland | Baggot Street Upper, Co. Dublin, Ireland

September 2024 – July 2025

- Developed APIs and reusable Python packages for internal teams and third-party developers to validate and transform financial data required by CRIF, a global credit bureau, and the Central Credit Register (CCR). These packages enabled data submission to multiple banking systems and CRIF's endpoints, ensuring accurate reporting compliance.
- Worked on data migration from the bank's data warehouse to a data lake using Hadoop, Hive, and Impala, implementing Oozie workflows and control checks with Apache PySpark and SQL to ensure full data validation and integrity.
- Updated a Flask API to FastAPI, with Python code used to predict loan default risk for customers, improving performance and maintainability.
- Utilized Bitbucket and Jira for version control and ticket management, implementing best practices for collaborative development and project tracking.

Graduate Programme | FDM Group | Co. Dublin, Ireland

May 2024 – September 2025

- Completed FDM Graduate Programme with full pass on all assessments (exams and assignments) covering Excel, Python, Advanced Python, SQL, Power BI, Apache Hadoop, PySpark, and Unix.
- Engaged in group discussions and technical exercises, consistently answering all technical questions and demonstrating strong problem-solving skills. Achieved success in a programme with a 70% pass rate, reflecting strong aptitude, diligence, and rapid learning in complex technical subjects.

SKILLS

Software Design

- Architecture
- Software Design Patterns
- Agile Development
- Software Testing

Data & Statistics

- Z Score Standardization
- Star Schema/ Data Modelling
- Application Processing Interfaces
- Object Oriented Programming

Game Design & Development

- Data Structure & Algorithms
- Prototyping/ Numerous Projects
- Object Oriented Programming
- Blender/ Unity Game Engine

OTHER SKILLS AND SOFTWARE PROFICIENCIES

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|-------------------------|------------------------|---------------------------|
| ○ Python/ C# | ○ HUE/ Apache Services | ○ Excel/ PowerPoint/ Word |
| ○ HTML/ CSS/ JavaScript | ○ Apache Services | ○ Jupyter Notebook |
| ○ R Script | ○ Power BI/ Tableau | ○ Unity Game Engine |
| ○ SQL/ NoSQL | ○ Jira /Code Review | ○ APIs |
| ○ Git/ GitHub | ○ Unix | ○ Database Design |

Projects

Personal Project | *Puzzle App*

- Created a puzzle app using Unity Engine and C#. App is connected to Unity Cloud and generates revenue through ads and microtransactions. It places a strong focus on user interface and user experience: [link](#)

Masters Final Group Project | *Property Rental Website*

- Developed an innovative property rental listing website with a strong emphasis on user experience, neighbourhood crime data integration, and a recommendation system: [link](#)
- The 4-month project included weekly presentations to head lecturers and students.
- As a data scientist on the project, my responsibilities included:
 - Collecting data using API web scraping.
 - Implementing machine learning techniques to create a recommendation system.
 - Constructing a database that prioritised memory efficiency and enabled efficient querying.
 - Utilising statistical techniques to provide an overview of nearby services and crime data.
 - Working with Amazon Web Services to deploy cloud functionality.

Interactive Dashboard | *Premier League Player Stats*

- Created an interactive dashboard using Tableau, analysing Premier League player statistics. [link](#)

Bachelors Final Group Project | *Ventilate Video Game*

- Worked as a developer, scheduled for release in 2025 on gaming store Steam: [link](#)

Bachelors Group Project | *Agri World*

- Acted as the lead programmer to develop a children's app, teaching agriculture on Irish Farms through mini-games in collaboration with the company Agri Aware. The project was developed over a period of 3 months: [link](#)

Interests/ Certifications

- **Academic Board of the Royal Schools of Music:** Achieved ABRSM Piano Grades 1 – 8.
- **Sports and Fitness:** I take pleasure in both playing and watching football. I was part of the triumphant team in the 2018 South Dublin Football League and Cup with Beechwood FC. I maintain an active lifestyle through regular gym sessions and competitive rock climbing, participating in climbing competitions.
- **Volunteering:** Worked as a polling clerk for the Irish constitutional referendums held in March 2024. Acted as a presiding officer for the local and European Parliament elections held in June 2024, as well as the Presidential elections held in 2025.
- **Representative Experience:** I represented Ireland on the under 21s bowls team in Belfast, July 2022.
- **Paper Presentation at the 16th International Conference on Education and New Learning Technologies, Palma, Spain | 1st - 3rd July 2024:** Presented "Renting Made Easy: The Development of a Cloud-Based Service to Support a Property Rental Service," detailing my Master's team project on a rental application.