

# Shane Mckenna

Graduating Software Developer

Co.Kerry  
087-331-4847  
shanemckenna23@hotmail.co.uk  
github.com/ShaneMckenna23  
shanemckenna.ie

## Personal Profile

- Final year Bachelor of Science Computer Games Development student in the University of Limerick - completing degree in June 2018
- Passion for web development, constantly learning new and exciting technologies.
- Looking forward to becoming an active member of a software team.

## Work experience

### Junior Software Developer

Jan 2017 - Aug 2017

[JRI-America](#)

JRI-America is a subsidiary of the Japanese IT financial services company, Japan Research Institute Ltd. I worked in their Tralee office for 8 months as part of my college degree. While there I saw first hand what it takes to make complex web applications. The majority of my time there was spent working on an internal application with a team of 8-10 developers.

#### Stack included:

- React, Java, Spring, Oracle DB and WebSphere.

#### Agile software development:

- Requirements meetings with our client
- Task breakdown sessions
- Two-week iterations
- Daily stand up meetings with local and remote New York team

#### Other points of interest:

- Perforce version control
- Atlassian tool suite
- Test Driven Development (JUnit)

### Designer

Mar 2012 - Mar 2012

[Walsh Colour Print](#)

This was a 2 week work placement during my 4th year of secondary school. It involved making mock-up ads for our local magazine using Photoshop.

## Education

### Bachelor of Science Computer Games Development

2014 - 2018

University of Limerick

- This course has thought me about the fundamentals of computer science.
- Object Oriented Development & Design Patterns: Java
- Distributed Systems: RESTful Web Services
- Human Computer Interaction & User Experience Design
- Final year project involves developing a universal web application that supports continues delivery and deploys into a Kubernetes cluster.

## Projects

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### Progressive Web Application

The front-end of my final year project, concept modern web application for Dublin Coach.

Features: Create-React-App, Apollo GraphQL, Server Side Rendering, Semantic-UI, Styled-Components, Jest, Docker, CircleCi

### GraphQL Back-end

GraphQL powered backend for my Dublin Coach concept application

Features: GraphQL Yogo, ES2017+, Jest, CircleCi

### Personal Website

Presents my ongoing projects and details about me, currently under development.

Features: Gatsby.js, Netlify

### React Help

I enjoy helping people with react problems. This repository is organized into multiple projects, each one solves a different problem

### UX Survey

This survey was used to learn about user experience on Dublin coach's website.

Features: Page Transitions, Firebase

### Spot The Human

This game was made as part of a project on believable agents in video games. Two or more players are dropped into a virtual world filled with AI controlled bots.

Features: Socket.io, Firebase, phaser game framework

### gcloud-node

Simple docker image that contains gcloud SDK and Node.js. Used in my continuous integration environment. Available on Docker Hub.

All of these projects can be found on my GitHub.

## Achievements

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### ECDL Web Editing

2012 - 2012

#### ECDL

I completed this night course during my fourth year of secondary school. It covered the basics of web development.

## Interests & Activities

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### Music

With the help of various online lessons I learned how to play the guitar. I also enjoy live music and the atmosphere it creates, for this reason, I go to concerts any chance I get.

### Computer Builds

I built my first computer in 2012 and have been hooked ever since. I enjoy keeping up with the latest hardware and helping friends with their PC builds.