# Tom Lonergan

 $+44\ 7535\ 870562\ |\ tomlonergan 91@gmail.com\ |\ linkedin.com/in/tomlonergan 03\ |\ github.com/TomLonergan 03$ 

# Summary

I am a driven and enthusiastic computer science student with a passion for software engineering, especially in the fields of systems programming and operating systems. I enjoy working on new and challenging problems, and have been commended for my ability to quickly pick up new technologies and start contributing to new projects.

## **EDUCATION**

## University of Edinburgh

Sept. 2021 - May 2025

Edinburgh, Scotland

Bachelor of Science in Computer Science

- Predicted First Class Honours
- Honours project: "Exploring New Buffer Replacement Policies in Database Systems"
- Focus on operating systems, computer architecture, and networks

#### EXPERIENCE

Microsoft

# Software Engineer Intern

June 2024 – Aug. 2024

Dublin, Ireland

• Skills: TypeScript, React, Node.is, C#

- Implemented in product feedback for MySignins
- Developed end-to-end tests for Azure Portal using Playwright
- Created an internal tool for resolving customer admin lockouts

Head of Software

July 2023 – July 2024

HYPED — University of Edinburgh Hyperloop Team

Edinburgh, Scotland

- Skills: C++, embedded systems, leadership
- Led a team of 25 student software engineers to design and implement the control system for our Hyperloop prototype
- Collaborated with engineers across the society to ensure software integrated with the rest of the pod
- Created and ran onboarding workshops to teach new members C++, Git, and our workflows

## Software Engineer Intern

June 2023 – Sept. 2023

Nutanix
• Skills: C, Python, QEMU, KVM

 $Cambridge,\ UK$ 

- Worked in the datapath team to replace the library used for backing VM storage
- Developed knowledge of QEMU and KVM

## Software Project Lead

Sept. 2021 - July 2023

Edinburgh, Scotland

HYPED — University of Edinburgh Hyperloop Team

- Skills: C++, embedded systems, project management
- Led a team of 3 student software engineers to write the code that controls the pod's motors
- Developed a CAN bus library to communicate with the motor controllers

## TECHNICAL SKILLS

Languages: C++, Python, Rust, TypeScript, C, C#

Frameworks: React, Node.js, Playwright

Developer Tools: Git, Docker, AWS, GitHub, CMake, Neovim

Technologies: Linux, QEMU, KVM