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THOMAS MURPHY

BACKGROUND

Accomplished service industry professional who upon returning to third level education will complete a B.Sc. in Computing in May 2016 achieving the following.

- Strong proficiency in object orientated programming languages such as Java and C#.
- High competency in unmanaged programming environments such as C++.
- Comprehensive Understanding of Database Design and Development using SQL/PLSQL.
- Advanced understanding of Network development (using Cisco systems and developing distributed systems in the cloud on platforms such as Azure and AWS.

SKILLS

Programming Languages: Java, C#, C++. Applied to build android applications (Java) and Web Applications (Play Framework!), C# building .net web applications and windows phone mobile applications. Developing functional libraries in C++.

Database: Programming in SQL/PLSQL, Relational, Object-Relational Database design and development. Experience using the Entity framework (code first), Hibernate and Ebean ORM.

Cloud Development: Developing and deploying applications in Azure such as applications reliant on Azure Media Services, mobile services and those requiring off table storage in BLOB's.

Networking: Switch and router programming setting up DMZ's, Areas etc.

WORK HISTORY

ASSISTANT MANAGER, ST. JUDE'S GAA CLUB BAR AND CLUBHOUSE, TEMPLEOGUE D6W

September 2015 - PRESENT

SENIOR BARTENDER, THE DUNDRUM HOUSE, DUNDRUM, DUBLIN

January 2015 - June 2015

THE BLACK HORSE BAR AND LOUNGE

June 2009 - January 2015

EDUCATION

BACHELOR OF SCIENCE IN COMPUTING.IT TALLAGHT DUBLIN 2012 -2016

Year 4: TBA Year 3:3.0 Year 2:3.19 Year 1 GPA:3.24

Expecting to complete Degree with first class honors in May 2016.

PAST PROJECTS

YEAR 2

Titan fall Towers Hotel Management System

- Java MVC application built using swing and utilizing a JDBC connection to connect to a local Oracle Database. Adding features such as Encryption of user details, Luhn algorithm implementation and Graph Generation using JFreeChart.
- Effectively a demonstration of Object Orientated Programming principles to solve a specified business problem outlined to us at a group.
- Available for review on my GitHub Account.

YEAR 3

Art Gallery a responsive web application built using the Play! Framework(Java)

- Built a lightweight stateless web application. RESTful by default with support for Multiple Asset Compiler, JSON and extensive NoSQL and Big Data Support.
- Built in Two aspects, a user view which could be browsed by guests and a registered
 user view which could leave reviews, contact the gallery staff or book tickets to any of
 the events. Then a small admin management portal which could monitor users,
 bookings and perform light maintenance tasks.
- Code Available on GitHub and a live demo hosted at http://artgallerytm.herokuapp.com

YEAR 4

WeAreLive a livestreaming application built using Azure Media Services to stream video content sent from a Windows Phone RT application built with XAML and C#

Due for Release in Early April 2016. Progress can be followed on my GitHub

REFERENCES

ACADEMIC AND PROFESSIONAL REFERENCES AVAILABLE UPON REQUEST

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