

## Technical Skills

### i PROGRAMMING LANGUAGES/FRAMEWORKS

C#	Advanced
Python	Moderate
SQL	Novice
Java	Novice
Python	Moderate
Prolog	Moderate
Unity Engine	Moderate
Microsoft WPF	Advanced
ASP.NET Core	Novice
Google Firebase	Moderate
Amazon Web Services	Moderate

### i TECHNOLOGIES, PROGRAMS

Agile Methodologies	Advanced
Object-Oriented Programming	Advanced
REST	Moderate
AR/VR Technologies	Moderate
Visual Studio/ Code	Advanced
Clip Studio Paint	Advanced
Adobe Illustrator	Moderate
Adobe XD	Moderate

## Memberships

Irish Computer Society	2019 - Present
Coderdojo Athlone	2012 - 2016

### i IT SLIGO

Class Representative	2018 - 2020
Tea Society Secretary	2019 - 2020
Games Society Treasurer	2018 - 2019
LGBT+ Society Member	2017 - 2020
Computing Society	2018 - 2019
Games Society	2017 - 2020
Tea Society	2017, 2019
Chess Club	2017, 2019
Irish Language Society	2017 - 2019

## Hobbies & Interests

### i HOBBIES

Art & Design
Video Games
Tabletop Team-Based Games
Puzzle Solving
Creative Writing

### i INTERESTS

Artificial Intelligence
Robotics
Animation
Internet of Things

## References

Neil Gannon - Games & Software Lecturer, IT Sligo  
 Email: gannon.neil@itsligo.ie

Donny Hurley - Data Science Lecturer, IT Sligo  
 Email: hurley.donny@itsligo.ie

John Weir - Lecturer, IT Sligo  
 Email: weir.john@itsligo.ie

Shaun McBrearty - Cyber Security Lecturer, IT Sligo  
 Email: mcbrearty.shaun@itsligo.ie

Mark Cassidy - CEO, Advanced NDT Solutions  
 Email: mcassidy@ansndt.com

Additional referees/info available on request.

## Profile

Hello! I am Ronan Cassidy and I am a recent graduate from the Institute of Technology Sligo. My time there helped me develop my ability to find unique and creative software solutions to the problems in my path as well as my ability to learn quickly. No matter the size of a project, I always give it my all and for this reason, I received an award for graduating at the top of my class with a GPA of 86.6% in 2020 and have recently graduated with a First Class Honours in Software Development.

I have experience with each stage of the Software Development Lifecycle and especially with various agile development methodologies. I am actively looking for a software engineering position that provides an opportunity to learn and develop new and old skills alike while solving various problems with innovative software solutions.

## Education

### i INSTITUTE OF TECHNOLOGY SLIGO

**Bachelor of Science in Games Development** (NFQ Level 7) September 2017 - May 2020  
 GPA: 86.60% - Award: Distinction - Prize Winner Award

**Award:** Received the Prize Winner Award for graduating with the highest GPA of the class.

**Coursework:** Object-Oriented Development, Data Structures Algorithms, Requirements Engineering, Software Quality and Testing, Rich App Development, Project Management, Web Programming, Game Content Design, Advanced Games Programming, Internet of Things, Team Project.

**Team Project:** Mech Commander VR

As part of my third-year project, I developed a virtual-reality game, utilising real time strategy mechanics alongside the Unity game engine and the SteamVR plugin. I acted as the lead programmer scrum master and artist for the project.

**Bachelor of Science (Honours) in Software Development** (NFQ Level 8) September 2020 - May 2021  
 GPA: 78.75% - Award: First Class Honours

**Coursework:** Strategic Technology Management, Artificial Intelligence, Data Analytics, Machine Learning, Secure Software Development, User Experience/ Interface, Advanced Programming, Cloud Development, Software Application Security Testing, Individual Project.

**Individual Project:** AR Knight

As part of my fourth-year solo project, I developed an augmented-reality game, utilising Google Firebase infrastructure and the Google Play Games Services API. The project is currently in the closed testing phase on the Google Play Store which will be eventually released as a Free-To-Play game.

## Employment

**Advanced NDT Solutions** (June 2019 - August 2019)

 Athlone, Co. Westmeath, Ireland

**Role:** Software Developer

Designed and developed an object-oriented inventory management system with the use of .NET framework, JSON and Windows Presentation Foundation (WPF) to track equipment location and stock amounts to help increase the efficiency of stock management and traceability of equipment in the business. This also involved the migration of pre-existing data to the new system and maintenance of the system afterwards.

**Advanced NDT Solutions** (June 2017 - August 2017)

 Athlone, Co. Westmeath, Ireland

**Role:** Lab Technician

Carried out a variety of tasks including inspection preparation, certification distribution, inventory management and use of in-house paperwork/ organisation systems. Provided insight into the engineering industry and non-destructive testing services, also provided business knowledge to develop inventory system in later years.

## Volunteering

**Institute of Technology Sligo - Student Mentor** September 2018 - March 2019

Attended weekly meetings with first year game and software development students to assist them with integrating into college life, navigating the campus grounds and with issues relevant to their course and college in general.

**Coderdojo Athlone - Student Representative** November 2014; January 2016

Acted as a student representative on behalf of Coderdojo at the Web Summit Conference in Dublin in 2014 and then again at the BT Young Scientists & Technologists Awards 2016. Part of my responsibilities included promotion of the organisation and encouraging people to sign up and begin their journey into the world of programming.

**Coderdojo Athlone - Advanced Ninja Mentor** September 2014 - June 2016

Acted as a mentor for newer members of the dojo after gaining several years of experience with Scratch and the various teaching methods involved in the running of the dojo. This position was also granted due to the fact that I placed second in the Coderdojo Coolest Projects Awards 2014.