Eoin Pinaqui

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Education

Integrated Master in Computer Science (MCS) at Trinity College Dublin, Sep 2022 - May 2023

- Accepted into the integrated MCS programme at Trinity College Dublin due to academic performance.
- Classes: Data Analytics, Data Visualisation, Computer Vision and High-Tech Entrepreneurship.

Honours Bachelor's degree in Computer Science at Trinity College Dublin, Sep 2018 - May 2022

- Overall grade: First Class Honours.
- Three-time Book Prize winner for academic achievements as a Computer Science student.
- Class representative for second year Computer Science in TCDSU 2019/2020.

Naughton Foundation Scholarship, Sep 2018 - May 2022

- Selected as one of 36 scholars across Ireland based on leadership and academic potential.

Professional Experience

Software Engineering Intern at Stripe Dublin (EMEA BNPL Team), Jan 2022 - Jul 2022

- Designed and built an automatic onboarding flow for the Klarna payment method through collaboration with a partner development team at Klarna. Used Ruby and Java throughout this project and presented the software design to engineers across EMEA as part of an internal design review framework.
- Facilitated the rollout of Klarna disputes to over 50,000 connected accounts by communicating with partner merchants and implementing a rollout strategy using Ruby and an internal feature flags framework.
- Created automatic alerts and mitigation tools for Klarna manual reconciliation issues using Ruby.

Software Developer at Trinity College Dublin Students' Union (TCDSU), Jun 2021 - Jan 2022

- Lead the design and development of all API and database services for a personnel management (CRUD) system using Golang and MongoDB. Managed the CD lifecycle using Docker and Vercel.
- Assisted in the implementation of the frontend component using Vue.js and Vuetify.
- Application features included tracking attendance at meetings, assigning roles to union members and group creation for new committees. The application also integrated with TCDSUs electronic voting system to automatically populate the database from election results.

Software Engineering Intern at Stripe Dublin (Test Infrastructure Team), Jun 2021 - Sep 2021

- Implemented an automated, asynchronous scaling solution for Stripes core CI infrastructure using the AWS SDK for Ruby. This scaler was configurable through a UI built with React (JavaScript).
- Added a new feature to existing command line functionality that allows Stripe developers to trigger rebuilds of previous CI builds with options to override original parameters. Used Ruby for this project.

Software Development Engineering Intern at Amazon Web Services, May 2020 - Sep 2020

- Made the debugging process simpler for Lambda customers and operators by creating a Golang Lambda extension that watches for core dumps and uploads them into an S3 bucket for later inspection.
- Worked on other sample extensions in Golang which were open-sourced and can be found on Github.

Information Technology Intern at Wexford County Council, Jun 2019 - Aug 2019

- Helped create an internal mobile application for the monitoring of ring-buoys, using JavaScript and UML.
- Protected over 700 work computers from security threats using SolarWinds Patch Manager.

Programming Projects

League of Legends Machine Learning Project, Dec 2021

- Received a first class grade in this group machine learning project that aims to predict the outcome of a match of League of Legends at different points in time. All data preparation and model training was done in Python using the Riot Games API, NumPy, scikit-learn and Keras. Check this project out on Github.

Human Action Recognition (HAR) Animation Creator, Feb 2021 - Apr 2021

- Lead a team under a research fellow at Trinity College Dublin that created an application to convert online HAR datasets into animated video sequences to train machine learning models. Implemented and project managed the CSV to JSON conversion tool in Python. Check this project out on Github.