Eoin Pinaqui

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Education

Master in Computer Science (MCS) at Trinity College Dublin, September 2018 - May 2023

- Accepted into the integrated MCS programme at Trinity College Dublin due to academic performance.
- First Class Honours Bachelor's degree (BA (Mod)) in Computer Science.
- Three-time Book Prize winner for academic achievements as a Computer Science student.

Naughton Foundation Scholar, September 2018 - May 2022

- Selected as one of 36 undergraduate scholars for a scholarship worth €20,000 based on leadership potential and success in the Leaving Certificate (placed in the top 0.01% in Ireland).

Professional Experience

Software Engineering Intern at Stripe Dublin (EMEA BNPL Team), January 2022 - July 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), June 2021 - January 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), June 2021 - September 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 - September 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, June 2019 - August 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, December 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, February 2021 - April 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.