EOIN O'NEILL

eoneill@live.co.uk | https://www.linkedin.com/in/eoin-o-neill-785768134 | www.github.com/e-oneill

Personal Profile

A former government middle manager and policy analyst with six years' experience. I am completing a Higher Diploma (equivalent of a BSc) in Software Development in June 2022 and am seeking to start a new career in software engineering. On top of my technical capabilities, I can bring a broad skillset developed over years in the civil service, including project management, staff management, and communications.

Skills

Technical: JavaScript, CSS, MySQL, PHP, Java, NodeJS and ReactJS.

Language: German (Intermediate, approx. B2 level).

Projects

Retainers and Warfare (Solo Project, using PHP, MySQL, JS, Bootstrap and CSS)

A website that serves two purposes: the creation and use of 'Retainers' for Dungeons and Dragons and the creation and in-browser use of characters for Dungeons and Dragons, with 'Retainers' incorporated into the browser-based character sheet. This project used JavaScript, Bootstrap and CSS to create the front-end, while the back-end is built in PHP and MySQL. The site uses forms to allow users to create new database records, tied to their user account on the website.

Education

2021-2022	**Higher Diploma in Software Development** (Expected: 1st Class)
	Maynooth University
	Subjects:
	• Objected Oriented Programming (Java), • Mobile Applications Development (JavaScript and ReactJS), • Databases (MySQL), • Algorithms and Data Structures (Java), • Software Testing. • Web Information Processing (e.g., Restful APIs)
2015-2017	**BA in Business Studies** (1st Class, Hons)
	Griffith College Dublin (Part-time)
2009 – 2014	**MA of European History** (1st Class, Hons)
	BA in English and History (2.1) Maynooth University

Previous Experience

2020 - Present	**Administrative Officer, EU Policy, ETC Programme Management and eCohesion 2021-2027.**	**EU Structural Funds Policy Unit** *DPER*
Role Description:	Represent Ireland on the Monitoring Committees and Task Forces that negotiate, design, draft and implement territorial cooperation programmes, which provide EU-funded support to key policy areas of interest to the Union and Ireland.	
	Scrutinise the proposed legislation for the 2021-2027 programming period of EU funding, building a network of cross-departmental officials and reviewing all regulatory proposals, with assistance of the expert officials for each policy area. Provide input of personal experience and expertise into Irish response to proposed Regulations.	

Initiate project for development of new IT system, conducting gap analysis, gathering requirements, and providing strategic advice to senior management.

2017 – 2020	**Public Finances Analyst**	**Parliamentary Budget Office**
		Houses of the Oireachtas

Role Description: Conduct detailed analysis of the financial implications of government decisions across a range of policy areas. Produce briefing material explaining regulatory and policy decisions at a domestic and European level to Members of the Houses of the Oireachtas.

Provide impartial, informative, and easily understandable briefings for Members on the key policy issues before the Houses and Dáil Committees in a timely manner. Consult with secretariat and political staff to ensure that work of the Office is aligned with the work programmes of Dáil Committees and the priorities of political parties.

2015 – 2017	**Business Analyst, eCohesion**	**EU Structural Funds Policy Unit**
		DPER

Role Description: Conduct business analysis, requirements gathering and drafting of specification for a multi-million-euro IT system. Assisted project managers of system throughout development, testing and launch of system. Conducted tests of system as part of UAT.

Led projects for development of website and modification of existing IT system. Managed a budget of ca. €70,000 directly.

Functioned as secretary for oversight boards of IT projects related to EU funding, which required constant communications with senior officials from across government.

Additional Information

Interests Weightlifting; Endurance cycling and half-marathon running; Game development and modding; Creating modules and adventures for tabletop RPGs; 3D Modelling and Graphic Design;

Referees

References available upon request.