

Eamonn Mansour

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Education

King's College London

BSc Computer Science with a Year in Industry, First Class Honours

Sep 2018 — Jun 2022

London, UK

Experience

IBM

Software Engineer

Sep 2022 — Present

Hursley, UK

- Contributed to Galasa, an open-source integration testing framework for z/OS and hybrid cloud applications, successfully supporting its acceptance into the Open Mainframe Project to expand its reach and growth
- Remediated over 30 vulnerabilities across multiple open-source codebases by performing code scans, updating dependencies, and writing automated tests to verify changes, improving software security
- Developed a backend service and a React-based frontend to handle user authentication for a cloud-native application using OpenID Connect, enhancing its security capabilities by protecting against unauthorised access
- Streamlined the Helm installation process of a cloud-native application, reducing time to deployment by 70%
- Enhanced CI/CD pipelines to support branch-level builds, allowing developers to test changes safely and at speed
- Guided over 30 users through setup and effective utilization of Galasa in both local and automated workflows
- Automated the generation and publishing of REST API documentation using Tekton and OpenAPI specifications, saving development time and assisting users in creating integrations with their own applications

IBM

Software Engineer Intern

Jul 2020 — Aug 2021

Hursley, UK

- Developed internal CLI (Rust) and desktop (Electron) tools for a department to automate the scanning of acquired software for licensing data, eliminating labour-intensive tasks and streamlining the software clearance process
- Engineered a React-based web application with real-time log streaming, role-based access control, and filesystem views using GraphQL to allow users to perform software analysis without setting up several CLI and desktop tools
- Onboarded and mentored four new junior developers through pair programming while collaborating closely with a team lead to review GitHub pull requests, fostering skill development and maintaining a high level of code quality
- Introduced two internal support channels and GitHub issue templates to improve communication between users and developers, facilitate knowledge sharing across the development team, and standardise the issue creation process

Leonardo

Software Engineer Intern

Jun 2017 — Aug 2017

Luton, UK

- Developed a Unity prototype focused on electronic warfare awareness featuring procedural generation
- Created prototypes for Python and Raspberry Pi camera integration projects to support internal research

Projects

Galasa - <https://galasa.dev> - Java, Go, Kubernetes, Tekton

Open-source integration testing framework for z/OS and hybrid cloud applications.

Race Control - <https://github.com/eamansour/RaceControl> - C#, NUnit, Unity

3D video game that supports introductory Python programming education through game-based learning.

Skills

Languages and Frameworks - Java, Go, C#, C++, Python, Kotlin, Node.js, React, Next.js, TypeScript, JavaScript, Rust, OAuth 2.0, OpenID Connect, gRPC, REST, HTML, CSS, PHP, SQL

Software and Tools - Gradle, Maven, Git, Docker, Kubernetes, Unix/Linux, IBM Cloud, Tekton, Jenkins, Travis CI, Unity, Blender, Agile/Scrum, Kanban, GitHub, Trello, ZenHub, Jira