

# Eamonn Mansour

Software Engineer at IBM

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## EDUCATION

### KING'S COLLEGE LONDON

BSc Computer Science with a Year in Industry  
First Class Honours  
Sep 2018 – Jun 2022

### LUTON SIXTH FORM COLLEGE

A-Levels  
Computer Science, A\*  
Mathematics, B  
Sep 2016 – Aug 2018

### CENTRAL BEDFORDSHIRE COLLEGE

BTEC Level 3 National Diploma  
Engineering, Distinction\* Distinction\*  
Sep 2016 – Aug 2018

### ICKNIELD HIGH SCHOOL

GCSEs (three A\*s, five As, two Bs)  
Sep 2011 – Aug 2016

## SKILLS

### TECHNICAL SKILLS

Proficient in:

Java • C# • C++ • Python • TypeScript • JavaScript  
HTML5 • CSS • Kotlin • Rust • Go • PHP • SQL

Experienced in:

Agile • TDD • Git • Docker • Kubernetes • Unix/Linux  
Travis CI • Jenkins • Tekton • Node.js • React • Next.js  
Unity • Blender

### SOFT SKILLS

Strong:

Mentoring • Problem-solving • Teamworking  
Multilingual communication (English, German, and Arabic)

## LATEST PROJECTS

### RACE CONTROL | Unity, Blender, NUnit

[github.com/eamansour/RaceControl](https://github.com/eamansour/RaceControl)

- 3D racing game that supports introductory Python education using game-based learning.

### PERSONAL WEBSITE | Next.js, TypeScript, Tailwind CSS

[github.com/eamansour/eamansour.com](https://github.com/eamansour/eamansour.com)

- Website created to learn and experiment with modern web frameworks while serving as an online portfolio.

## FUN FACTS

### INTERESTS

VR/AR • AI • Mainframes • Cloud Computing

### HOBBIES

Gaming • Tennis • Motorsports • Travelling

## EXPERIENCE

### IBM | Software Engineer

Sep 2022 – Present | Hursley, UK

- Contributed to Galasa, an open-source integration testing framework for z/OS applications.
- Remediated over 25 vulnerabilities in several open-source codebases.
- Implemented Gradle support into Galasa to enhance the user experience and increase the framework's flexibility.
- Streamlined the installation process of a Galasa Ecosystem using Helm, reducing time to deployment by ~70%.
- Enhanced CI/CD pipelines to support branch-level builds for developers to safely test changes.
- Implemented GitHub issue templates to standardise the team's issue creation process.

### IBM | Software Engineering Intern

Jul 2020 – Aug 2021 | Hursley, UK

- Developed high-quality internal tools for over 50 members of IBM staff and contractors dealing with IBM acquisitions.
- Recognised by senior management upon fulfilling time-critical Nginx maintenance requests.
- Implemented two internal support channels that enhanced communication between users and developers.
- Mentored 4 new starters and worked alongside team lead to review GitHub pull requests.
- Led a team of 5 students in developing prototypes during company-wide hackathons.

### SAINSBURY'S | Trading Assistant

May 2018 – Apr 2020 | Luton, UK

- Supported store management with technical issues alongside daily duties.
- Assisted over 50 customers per day with stock requests and store guidance.
- Worked as part of a large team of store staff, mentoring 8 new starters.

### LEONARDO | Software Engineering Intern

Jun 2017 – Aug 2017 | Luton, UK

- Led development in an electronic warfare awareness project for a team of 4 students using Unity and C#.
- Supported several Python-based Raspberry Pi camera integration projects by resolving blockages.
- Implemented and maintained projects' documentation.

### UNIVERSITY OF BEDFORDSHIRE | Faculty Office Intern

Jul 2015 – Aug 2015 | Luton, UK

- Administered sensitive data for over 30 students using SQL to maintain faculty organisation during exam periods.
- Coordinated a 3-person team designing infographics for the university's summer events.