

Education

BA(Mod) Computer Science & Business, Trinity College Dublin (2014-2018) – 2.1

- Final Year Modules: Internet Applications, Human Factors, International Business, Topics in Functional Programming, Computer Vision, Machine Learning, Fuzzy Logic
- Final Year Project: “A Generic Architecture for Remote Patient Monitoring in the Internet of Things”
- Grades: 2.1 in 1st, 2nd, and 3rd year

Leaving Certificate, CBC Monkstown Park (2008-2014)

- 545 points – Maths(A2), German(A2), Chemistry(A2), Physics(B1), Applied Maths(B2), Geography(B2), English(B3)
- Competed in the Leinster Regional Maths Competition.

Programming Experience with: JS, HTML, CSS, Java, Haskell, C++, Ionic, React-Native, Python, NodeJS

Key Projects

A Generic Architecture for Remote Patient Monitoring in the Internet of Things

Developed and prototyped a generic architecture employing several protocols (e.g. CoAP and BLE) to enable communication between constrained devices for my final year project.

- Successfully designed and implemented a dynamic URI generating algorithm.
- Developed a CoAP-BLE proxy server, mapping one protocol to the other.
- Created a prototype interface capable of verifying proxy servers and graphing data streams from BLE devices.

Hybrid App for Keep Appy

Developed and deployed a hybrid mobile app for the wellness movement, Keep Appy, offering several features such as persistent login and local notifications.

- Updated the previous version of the app with various bug fixes and additional features.
- Redeveloped the app from Ionic v1 to the most recent Ionic v3, improving the app performance by implementing lazy loading and data-caching.

Co-Founder & Developer for SpeakUpp, April 2017 – May 2018

SpeakUpp is a platform for furthering audience engagement at conferences and lectures.

- Selected for Trinity's student start up accelerator program, Launchbox, with a team of 3.
- Developed a real time chat platform using a Firebase NoSQL database.

Key skills developed: Project Management, Teamwork, Communication, App Development, Internet of Things, Meeting Deadlines

Work Experience

Cal Blue Camp in Berkeley CA, Counsellor & SST Group Leader, June-August 2018

Cal Blue Camp is a day camp focused on teaching the campers both sports and life skills.

- Planned and taught lessons in soccer, rugby, dodgeball, and table tennis for the first 4 weeks.
- Supported campers with social skills deficits throughout their day, created social goals for them, and assessed their progress which was communicated to their parents each day.

Key skills developed: Communication, Organisational Skills, Problem Solving.

Enactus Homeless Helpline, Front End Developer, September 2015 – March 2016

The Enactus Homeless Helpline is a platform designed to connect homeless people to nearby services.

- Developed the web-app front end using Javascript and PHP.
- Focused largely on making the platform accessible using iconography.

Key skills developed: Accessible Design Theory

Spar/Magnum/Centra, Part Time Shop Assistant, 2015-2017

Key skills developed: Teamwork, Customer Service.

- Worked as part of shop floor team, served customers, and managed stock

Hobbies & Additional Information

- Hobbies: cooking, film & TV, hiking, photography, travelling, music
- Limited working proficiency in German
- Certified in Adult & Paediatric First Aid/CPR/AED