



<EOINFEHILY>

Software Development Student

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PERSONAL DETAILS

An enthusiastic and focused 3rd Year Software Development student at Munster Technological University. Excellent customer service and teamwork skills from part time jobs in retail. Actively seeking a placement opportunity in the Computer Science sector to help progress my career.

EDUCATION

Munster Technological University

SOFTWARE DEVELOPMENT, 2019 - PRESENT

GRADES:

2nd Year - First Class Honours

1st Year - First Class Honours

NOTABLE MODULE RESULTS:

Web Development - 74%
Server-side Web Development - 70%
Programming Fundamentals - 78%
Modular Programming - 87%
Physical Computing - 85%
Introduction to Databases - 79%
Object Oriented Principles - 82%
Object Oriented Programming - 72%
NoSQL Data Architecture - 72%
Database Design - 87%

Baliincollig Community School

LEAVING CERTIFICATE, 2013 TO 2019

POINTS: 435

PROJECTS

COVID CLOSE CONTACT APPLICATION

OBJECT ORIENTED PROGRAMMING

The aim of this project was to develop an application to record close COVID contacts between individuals. JavaFX was used for the front end design. The MVC architecture was followed and OOP concepts were used and followed such as Inheritance, Polymorphism etc. The application also had a database in use for the backend. The eclipse IDE was used and Java the program language the application was designed with.

Java

LOGIN AUTHENTICATION WEBSITE

WEB DEVELOPMENT

The aim of this project was to develop a web based login system. The project was developed using the Webstorm IDE. JavaScript was the main language for the project and Node.js was the runtime environment used. Sqlite in connection with Javascript was used as the database for the system to store the users of the system.

JS

EJS

Node.js

MODULE ATTENDANCE SYSTEM

MODULAR PROGRAMMING

The aim of this project was to develop a python script to record attendance for a class module and that was capable of generating statistics of attendance for the module and writing the statistics to a file. The script also included taking a username and password input before allowing the ability to register attendance. The username and password were compared to the credentials of the authorised users which were kept in an external file.

Python

More projects are available for viewing on my GitHub.

INTERESTS AND ACHIEVEMENTS

Some of my interests include technology, gaming, travelling, football and cryptocurrency.

I am particularly interested in the cryptocurrency Ethereum and its smart contracts which have had some interesting use cases such as NFTs.

I also was an early adopter of Bitcoin so I would consider that a personal achievement.

SKILLS

Languages: C, Python, Java, Javascript, HTML, CSS, MySQL, EJS, Golang, Spring Boot

Technologies: Node.js, Express, SQLite, Git, MongoDB, Neo4J, Visual Paradigm, Kubernetes

Workplace Skills:

- Teamwork – Further developed this skill at college working on projects with other students and in my part time jobs in retail while achieving various goals in a team.
- Focused – Improved on this while working in fast paced retail jobs and completing course work.
- Communication – Developed this skill significantly during lockdown and summer jobs as I was put into the scenario where lots of communication was needed and I had to adapt.

WORK EXPERIENCE

Technical Support Engineer

VMWARE, MARCH TO SEP 2022

Sales Assistant

HALFORDS, JUNE TO AUGUST 2021

Shop Worker

DUNNES STORES, NOV TO DEC 2019

Kitchen Porter

CURRAHEEN DOG TRACK, FEB TO NOV 2019

REFEREES

John Freeley

GARDA

Phone number available on request.

JOHN BUTTIMER

SECONDARY SCHOOL TEACHER

Phone number available on request.