

Eoin Pinaqui

Education

BA (Mod) Computer Science, Trinity College Dublin

September 2018 – May 2022

- Two-time Book Prize winner for academic achievements as a CS student.
- Second year class rank: 1st of 96 students.
- Second year grade: 1.1 (4.0 GPA Equivalent) - 90% overall with
 - 99% in Algorithms and Data Structures
 - 99% in Computer Architecture 1
 - 91% in Discrete Mathematics

Naughton Foundation Scholarship

September 2018 – September 2020

- Selected as one of 36 scholars nationwide for a scholarship worth €20,000 for high-achieving third-level STEM students, based on leadership potential and academic success in the Leaving Certificate (625 points).

Professional Experience

Tutor – The Academy of Code

September 2020 – Present

- Teaching topics from basic programming to object-oriented programming to primary school students using the Processing programming language.

Software Development Engineering Intern – Amazon Web Services (AWS)

May 2020 – September 2020

- Part of the AWS Lambda Sandbox team in Dublin, Ireland.
- Made the debugging process simpler for Lambda customers and operators by creating a Golang Lambda extension that watches for core dumps and uploads the into an S3 bucket for later inspection and troubleshooting.

Information Technology Summer Intern – Wexford County Council

June 2019 – August 2019

- Helped create an internal mobile application for the monitoring of ring-buoys, using JavaScript and Unified Modelling Language (UML).
- Protected over 700 work computers from security threats by managing the automated patch management process, using SolarWinds Patch Manager.

Coding Projects

AI for Flappy Bird

Used neuroevolution of augmenting topologies to train an agent to play a clone of the game Flappy Bird. Programmed both the game environment and the AI in Python, using the pygame and neat-python modules. [Find this project on Github.](#)

Sorting Algorithm Visualiser - [Link to Web Application](#)

Used React.js to create a web application that visualises popular sorting algorithms like Quicksort and Merge sort. [Find the source code on Github.](#)

Rubik's Cube Visualiser

Used Java and Processing to create a 3D visualisation of a Rubik's cube. Users can watch the cube solve itself or input their own moves. [Find this project on Github.](#)

Microcoded Instruction Set Processor – Coursework

Received 98% on this VHDL implementation. Processor can perform arithmetic, logic and shifting operations and conditional/unconditional branching by reading in user-provided machine code from memory. [Find this project on Github.](#)

Contact Info



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[eoinpinaqui on Github](https://github.com/eoinpinaqui)



[Eoin Pinaqui on LinkedIn](https://www.linkedin.com/in/eoinpinaqui)

Technical Skills

- Object-oriented programming using Java, Python and Golang.
- Web development using React.js and Bootstrap.
- Problem solving using appropriate algorithms and data structures.
- Design/implementation of microprocessor systems.

Leadership & Volunteering

- Class Representative for Computer Science in TCDSU 2019/2020.
- Elected to STEM Ball committee in TCDSU 2019/2020.
- Winner of the All-Ireland Rotary Youth Leadership Development Competition in 2017.
- Irish Youth Delegate in the European Parliament at Euroscola 2017.
- Elected Spokesperson for Climate Action and Green Energy at Euroscola 2017.
- Level Head as a Sailing Instructor in clubs across Ireland.
- Elected Team Leader in all modules that require group work in college.