

# Eoin Pinaqui

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## Professional Experience

### Software Engineering Intern at Stripe, Dublin

Jan 2022 - Jul 2022

- Unlocked millions of dollars of profit potential for Stripe by designing and implementing an automated onboarding system for the Klarna payment method using Ruby and Java.
- Led the rollout of the Klarna disputes feature to over 50,000 Stripe merchants using Ruby.
- Created automatic alerts and mitigation tools for Klarna reconciliation issues using Ruby.

### Software Developer at Trinity College Dublin Students' Union, Dublin

Jun 2021 - Jan 2022

- Made the management of over 1000 class representatives and quarterly council meetings much simpler by leading the design, development and maintenance of a personnel management system using Go, Vue.js, MongoDB, Docker and Vercel.

### Software Engineering Intern at Stripe, Dublin

Jun 2021 - Aug 2021

- Beta tested internal tooling by creating an automated scaling solution for Stripe's core CI infrastructure using Ruby and React.
- Added features to Stripe's CI CLI, including the ability to trigger rebuilds of previous CI builds with options to override original build parameters using Ruby.

### Software Development Engineering Intern at Amazon Web Services, Dublin

May 2020 - Sep 2020

- Contributed to a suite of sample Lambda extensions written in Go and Python that were open-sourced and can be found [on Github](#).

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## Education

### Master in Computer Science (MCS) at Trinity College Dublin

Sep 2022 - May 2023

- Grade: Distinction (4th of 35 students)
- Dissertation title: Investigating the performance of deep reinforcement learning algorithms in a custom game environment.

### Honours Bachelor Degree (BA (Mod)) in Computer Science at Trinity College Dublin

Sep 2018 - May 2022

- Grade: First Class Honours (4th of 89 students)
- Awarded the Book Prize three times for my academic achievements.

### Naughton Foundation Scholarship

Sep 2018 - May 2022

- Selected as one of 36 Naughton scholars based on leadership and academic potential.

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## Projects

### League of Legends Machine Learning Project

Dec 2021

- Created a machine learning model capable of predicting the outcome of a match of League of Legends with 83% accuracy through a series of experiments in Python. This project can be found [on Github](#).