Albert Murphy

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EDUCATION

University College Cork — Cork, Ireland
BSc Mathematical Sciences — *Aug. 2025 – Attending*

University College Cork — Cork, Ireland
BSc Computer Science : 1.1 — *Aug. 2024 – June 2025*

EXPERIENCE

Backend Software Engineer — June 2025 – September 2025
Keelvar — *Cork, Ireland*
- Secured an internship in the first year of my computer science degree.
- Spent three months working in a high stakes team developing an integration for cutting edge software
- Contributed to the development of customer-centered software solutions, focusing on usability and real-world client needs.

Stock Control Associate — March 2022 – May 2025
Stock Taking Solutions — *Cork, Ireland*
- Led stocktaking operations as the senior team member, ensuring accuracy and efficiency.
- Collaborated with team members to ensure timely and precise data collection.
- Assisted store staff and customers by locating products and resolving stock-related queries professionally.
- Worked efficiently in fast-paced environments while maintaining a high level of attention to detail.

Youth Leader — 2016 – Present
Scouting Ireland — *Cork, Ireland*
- Lead a scout group with 25 members, fostering team collaboration.
- Developed leadership, communication, and project management skills by coordinating youth programs.
- Managed a €20k euro budget for an annual international scout camp.

PROJECTS

Aquae Vitae Smart Hydration Device | *Python, Serial, Microbit, Matplotlib, MakeCode* — 2023 – May 2025
- Designed an embedded system that tracks daily hydration patterns
- Developed a informative web application that documented the design process and all underlining blueprints and documentation of hydration device.
- Developed analysis software with python, using py statistics and matplotlib
- Used microbit pins to measure water level of hydration device

NGinx Metrix Dashboard | *Python, JavaScript, Flask, SQLite, Regex* — May 2025 – May 2025
- Built and designed an NGINX metrics dashboard designed to simplify system monitoring with a clean, intuitive interface as part of the UCC ACM Hackathon 2025.
- Configured NGINX logs and endpoints to expose relevant metrics via custom scripts and third-party integrations.
- Gained hands-on experience with DevOps monitoring tools, log parsing, and system performance tuning.

2D Zombie Survival Game Engine | *Java, JSwing, JFiles, PathFinding* — 2024 – Present
- Developed a zombie shooter/survival with Java and subsequent libraries
- Built a map parsing system to dynamically load levels from text files.
- Created and integrated 16x16 tile-based maps and character sprites.

TECHNICAL SKILLS

Languages: Python, Java, SQL (Postgres), JavaScript, HTML/CSS, Rust, MicroBit
Frameworks: Django, Flask, FastAPI
Developer Tools: Git, Docker, Github Actions, Visual Studio, PyCharm, Eclipse,
Libraries: Pandas, NumPy, Matplotlib, JSwing, Tkinter, Jinja

References available upon request.