Fionn McGoldrick

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Education

ATU Galway, BS, Computing in Software Development   Sept 2021 – May 2026
- **Coursework:** Algorithms & Data Structures, Object-Oriented Programming, Computer Architecture, Networking, Distributed Systems, Software Design.

Reutlingen University, Germany, Erasmus Semester in Informatics   Feb 2025 – Jul 2025
- **Coursework:** Cloud Computing, DevOps, Mobile Computing, Docker & Kubernetes.

Castlebar College (FE), QQI Level 6 in Web Development & Design   Sept 2020 – May 2021
- **Erasmus:** Vitalis Gut Wehlitz, Leipzig, Germany - IT Technologies   Feb 2021 – Apr 2021
- **Coursework:** Web Development & Authoring, UX/UI Design, Frontend & Backend Programming.

Experience

Bartending & Waitering, *Castle Nightclub, Busker Browne's, Lydon's Lodge*   Mar 2020 – Jul 2024
- Developed strong interpersonal and communication skills by engaging with a diverse customer base and resolving issues quickly in a fast-paced environment.
- Consistently adhered to precise timing, multitasking, and prioritization to manage multiple tables, orders, and customer interactions simultaneously during peak hours.

Projects

Unity Mobile Game — HopFrog! (Published on Google Play)   Feb 2025
- Designed and developed a 2D mobile game in Unity featuring responsive touch controls, original pixel art and audio effects, and core gameplay systems including collision detection, scoring, animation states, and UI.
- Tools Used: `C#, Unity`

Word Embedding & Text Processing Tool   Jan 2025
- Built a Java application for processing and storing word embeddings, enabling similarity queries (cosine similarity) and efficient lookup of semantically related words.
- Developed and implemented text-file ingestion, embedding storage, and synchronized output formatting, with concurrency support for fast batch processing.
- Tools Used: `Java`

Multithreaded Java Client–Server Authentication System   Dec 2024
- Developed a multithreaded client–server application with user registration, authentication, secure password handling, per-user report generation, and text-based persistence, supporting concurrent multi-client interactions.
- Tools Used: `Java`

Wellness and Mindfulness Mobile App   Jun 2025
- Worked on a collaborative cross-platform wellness application built with Expo and React Native, contributing to audio integration, UI design, and navigation while incorporating relaxing music, ambient sounds, a calming mini-game, and guided breathing exercises.
- Tools Used: `JavaScript, TypeScript, ReactNative, Expo`

Skills

Languages: `Java, Python, C#, C++, HTML, JavaScript, SQL`.

Frameworks & Tools: `PyTorch, NumPy, JUnit, SpringBoot, Gradle, FastAPI Unity, Blender`.

Cloud & DevOps: `Docker, Kubernetes, Git, GitHub Actions`.