***JOSHUA SUNIL MATHEW***

***+353 894658007 | EMAIL :*** [joshuasunilmathew10@gmail.com](mailto:joshuasunilmathew10@gmail.com)

**GITHUB :** https://github.com/joshuasunil10/

**LINKEDIN:** <https://www.linkedin.com/in/joshuasunilmathew>

**EDUCATION ---------------------------------------------------------------------------------------------------------------**

* ***Bachelor of Science (Hons) in Computer Science – Infrastructure***

**TECHNOLOGICAL UNIVERSITY DUBLIN**

*SEPTEMBER 2022 – SEPTEMBER 2026 - Ongoing*

Key Skills & Modules *: Programming & OOP, Algorithms & Data Structures, Software Engineering, Microprocessors, Networking, Operating Systems, Program Design, Communication, PC Architecture*

* ***Irish Leaving Certificate 2022***

**PORTMARNOCK COMMUNITY SCHOOL**

Subjects Taken: Mathematics, English, Irish, Engineering, Physics, French, Economics.

**EXPERIENCE --------------------------------------------------------------------------------------------------------------**

**STORE ASSISTANT | SUPERVALU BOROIMHE, SWORDS**

*OCTOBER 2022 – PRESENT*

> Scanned goods and ensures correct prices.

> Collecting payments via cash and credit, via till operation.

> Aides customers with the operation of the Self-Checkout systems.

> Manages and keeps track of customer transactions each shift.

> Processes any refund / return transactions in accordance with the relevant store policies.

> Occasionally, stocks and faces off shop goods.

**EXAM SUPERVISOR | PORTMARNOCK COMMUNITY SCHOOL**

*JUNE 2021 – JULY 2021 - 1MO*

> Assisted the exam superintendent in the setup of my given Exam Centre.

> Collected and kept any prohibited items, e.g. mobile devices, smartwatches for the duration of the exam.

> Acted as a link between the Exam Centre and the Exams Coordinator & School Senior Management.

**PROJECTS -----------------------------------------------------------------------------------------------------------------**

* **Space Shooter – Microprocessors Game**
  + Created by Myself and another student as part of our college module.
  + An 8bit video game created on a STMF031K6 Microcontroller
  + *Built using C, and Platform IO*
* **Cult of Shadows, a Text Based Story Game**
  + Created by myself and 4 others as part of our college, Object Oriented Module
  + A text-based game utilizing PyGame Library for audio – I was responsible for the opening level of the game.
  + Built using *Python OOP Principles, & PyCharm*

**---------------------------------------------TOOLS & TECHNOLOGIES ------------------------------------------------**

*C, Python, Java – in progress, HTML, CSS, JavaScript, SQL – in progress, Git, Linux, UML*

*Visual Studio Code, GitHub, PyCharm, Bitbucket, Docker,*

**A blue and white logo

Description automatically generatedSKILLS & QUALIFICATIONS --------------------------------------------------------------------------------------------**

* **CCNA 1 – INTRO TO NETWORKS**

**CISCO NETWORKING ACADEMY**

COMPLETED : JUNE 2023

* A blue and white label with white text

  Description automatically generated**CCNA 2 – SWITCHING, ROUTING & WIRELESS ESSENTIALS**

**CISCO NETWORKING ACADEMY**

COMPLETED : DECEMBER 2023

* **CCNA 3 – ENTERPRISE NETWORKING, SECURITY & AUTOMATION**

**CISCO NETWORKING ACADEMY**

**A green and white label with white text

Description automatically generated**ONGOING

* **INTRO TO CYBERSECURITY**

**CISCO NETWORKING ACADEMY**

COMPLETED : DECEMEBER 2023