

James Troy

Ireland

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GitHub: github.com/jt181

Education

Technological University of the Shannon (TUS)

BSc Software Design – Cloud Computing for AI

2021 – 2025 (4th Year Student)

Relevant Coursework: Software Engineering, Web Development, Software Development for Cloud, Databases, Machine Learning, Networks, Agile Methodologies.

Technical Skills

Languages: Python, Java, JavaScript, PHP, HTML5, CSS3, SQL

Frameworks & Tools: Flask, Google Cloud Run, Docker (intro), SQLAlchemy, jArchi, Git & GitHub

Databases: MySQL, SQLite

Core Skills: CRUD development, REST APIs, cloud deployment, debugging, automation scripting, Agile teamwork

Work Experience

Software Engineering Intern — Ericsson

January 2025 – August 2025 | Athlone, Ireland

- Built automation tooling using **Python** and **jArchi** to streamline enterprise architecture workflows.
- Developed a data importer that generated model elements, relationships, and metadata automatically in Archi.
- Automated template application, documentation assignment, and property mapping to ensure modelling consistency.
- Enabled advanced processing by integrating Python execution directly into jArchi scripts.
- Pulled information from internal documentation systems and mapped it into architecture models.

- Improved accuracy through validation checks and standardised naming and styling rules.
- Worked with senior engineers in an Agile team, participating in sprints, stand-ups, and reviews.
- Maintained and debugged large enterprise codebases, writing clean and modular automation scripts.

Projects

MovieTracker — PHP/MySQL CRUD Web App

GitHub: <https://github.com/jt181/MovieTracker>

A full-stack web application for managing movie records.

- Built server-side CRUD operations using PHP
- Designed relational MySQL tables for film data
- Implemented form handling, validation, and user interface components
- Demonstrates strong fundamentals in classic full-stack web development

Man United Squad Tracker — Python/Flask on Google Cloud Run

GitHub: <https://github.com/jt181/Man-United-Squad-Tracker>

A cloud-hosted player tracking system built with Python and deployed on **Google Cloud Run**.

- Developed REST-style endpoints using **Flask**
- Used **SQLAlchemy** for object-relational modelling and database management
- Containerised the app using Docker and deployed to Cloud Run
- Includes CRUD features for players, stats, and squad management
- Demonstrates cloud deployment skills, containerisation, and Python API development

Interests

Cloud engineering, backend development, automation, football, fitness, continuous improvement