

# Lochlann O Neill

## Software Development

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**Portfolio:** <https://www.lochlannoneill.com/>

As a First-Class Honours graduate of Software Development at Munster Technological University, I am a results-driven professional with a proven track record of continuous skill development, accompanied by a strong work ethic. My time at MTU provided me with invaluable experience in applying the agile methodology to cultivate efficient teamwork, streamline development processes, and enhance problem-solving. Familiar across all stages of the software development cycle, with a preference towards backend development.

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## ABOUT

**Languages:** Java, Python, C, C#, HTML/CSS, Javascript, SQL

**Miscellaneous:** Spring/SpringBoot, Docker, Kubernetes, MongoDB, PySpark, Git, Agile, DevOps

**Interests:** Gaming, Hiking, History, Leetcode, Running, Skateboarding, Weight Lifting

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## WORK EXPERIENCE

**Electronic and Software Co-Op - Boston Scientific**

**Jan. 2021 – Sep. 2021**

*Summary: C#, Visual Studio, Excel, Primo, SharePoint, Teams, VNC Viewer 4, Watchdog, Windchill*

- Maintained regular communication with local system owners and external developers of outsourced software to gather sensitive system information.
  - Cleansed and updated data in Primo database by integrating information from factory systems, ensuring its accuracy and reliability for multiple project management SharePoints.
  - Conducted meticulous code reviews of 'in-house' software, adhering to predefined specifications.
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## EDUCATION

**BSc (Honours) Software Development - Munster Technological University**

**Sep. 2018 – Sep. 2023**

- **Grade:** First-Class Honours
  - **Societies:** Airsoft, Athletics, Gaming, Programming, Skateboarding
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## PROJECTS

**Final Year Project - 3D Video Game Development**

*YouTube:* [https://www.youtube.com/watch?v=FLddmNIQsml&ab\\_channel=LochlannONeill](https://www.youtube.com/watch?v=FLddmNIQsml&ab_channel=LochlannONeill)

*Github:* <https://github.com/lochlannoneill/INTR8016-FinalYearProject-Unity>

*Summary: C#, Unity, Blender, Photoshop, Sony Vegas, Overleaf*

- Developed a 3D video game, using Unity (C#) and Blender.
- Authored a comprehensive 35,000-word document, outlining the entire development cycle.
- Delivered an engaging in-person presentation, complemented by an informative poster, a captivating feature video, and a hands-on playable demo.

**Portfolio Website - [www.lochlannoneill.com](http://www.lochlannoneill.com)**

*Github:* <https://github.com/lochlannoneill/website>

*Summary: HTML/CSS, Javascript, Bootstrap, Cloudflare*

- Created an online portfolio, showcasing completed assignments throughout the final year of university.
- Incorporated responsive design and interactive features to enhance user experience.