

# Lochlann O Neill

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[LinkedIn](#)

[GitHub](#)

[LeetCode](#)

[Portfolio](#)

Graduate software developer from Munster Technological University with a deep passion for creating impactful software. Beyond my studies, I've continued building and refining projects, driven by curiosity and a love for learning. I thrive in collaborative environments where ideas are shared, and I'm excited to contribute my skills while growing alongside a team of equally enthusiastic peers.

## Work Experience

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### **Graduate Network Infrastructure Management and Deployment - Vodafone** **Aug. 2024 – Present**

- Auditing asset registers for accuracy and updating system owners on decommissioning and lifecycle changes, allowing for cloud migration.
- Migrating Data Center node data to a SaaS DCIM platform to enable advanced analytics, with the goal of improving operational efficiency, reducing costs associated with downtime and power usage, supporting future scalability, and enhancing decision-making for key stakeholders.
- Voluntary collaboration with the App Test Automation team to develop Selenium-based web test scripts, contributing towards application robustness.

### **Intern Software Engineer - Boston Scientific** **Mar. 2021 – Sep 2021**

- Streamlined workflows by transferring factory system data to SharePoint, enabling structured code reviews.
- Reviewed in-house software code for specification compliance, collaborating with external developers to maintain quality standards, and to allow for production component ID reformat.

## Projects

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### **Cloud Automation - [GitHub](#)** **2024**

- Automated cloud tasks with AWS with Boto3 (Python).
- Managed EC2 instances, EBS volumes, and S3 storage.
- Monitored EC2 performance via CloudWatch, triggering actions based on threshold breaches.

### **E-Commerce Website - [GitHub Website](#)** **2024**

- Developed a user-friendly React.js frontend following UI/UX design principles.
- Built APIs with Express.js, integrating both MongoDB and Azure blob storage.

### **Unity Game - [GitHub](#) [YouTube Report](#)** **2023**

- Developed a customizable 3D game template in Unity with C#.
- Authored a 35,000-word report on design, development, and testing.
- Delivered an in-person demo with a poster, feature video, and interactive playable showcase.

### **OS Engineering XV6 Qemu - [GitHub](#)** **2023**

- Enhanced xv6 OS in C with custom system calls (ps, trace, find).
- Upgraded the file system to support larger files and implemented interrupt-driven I/O scheduling.
- Explored FUSE and GlusterFS integration for advanced file management.

### **SpringBoot School Enrollment System - [GitHub](#)** **2023**

- Developed and deployed a RESTful Spring Boot service with Java, using H2 for lightweight storage.
- Enhanced monitoring with SLF4J logging and ensured reliability with MockMVC unit testing.
- Implemented role-based authentication with JSON for secure access.
- Streamlined development using Maven and Lombok, and HATEOAS principles to improve API responses.

## Education

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### **BSc (Honours) Software Development - Munster Technological University** **2023**

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

## Skills

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- **Languages:** Java, Python, C, C#, HTML/CSS, Javascript, SQL, NoSQL
- **Frameworks / Tools:** React.js, Node.js, MySQL, MongoDB, Git, AWS
- **Interests:** Hiking, History, Programming, Running, Skateboarding, Weight Lifting