LOCHLANN O NEILL

SOFTWARE DEVELOPMENT GRADUATE

CONTACT

- ✉ lochlannjoneill@gmail.com
- 📞 (+353) 85 224 0000
- 🌐 lochlannoneill.com
- ⊙ /lochlannoneill
- in /lochlannoneill
- ▶ /@lochlannoneill

SKILLS

Languages:
- Java
- Python
- C#
- HTML/CSS
- JavaScript

Technologies:
- React.js
- SpringBoot
- Docker/Kubernetes
- MongoDB
- SQL/NoSQL

EDUCATION

Munster Technological University

BSc (Honours) Software Development
- **Grade:** First-Class Honours
- **Societies:** Airsoft, Athletics, Gaming, Programming, Skateboarding, Weight Lifting

Central Technical Institute

QQI-6 Software Development
- **Grade:** Distinction

INTERESTS

- Weight Lifting
- History
- Gaming
- Swimming
- Skateboarding
- Running
- Hiking

REFERENCES

Available upon request

PROFILE

An ambitious, determined, and results-driven graduate with a proven track record of continuously developing skills. A motivated team player, possessing excellent communication skills and the ability to take initiative, and function effectively under pressure.

WORK EXPERIENCE

Electronic and Software Co-Op   Jan 2021 - Sep 2021
Boston Scientific
- Integrated information from 273 factory systems into Sharepoints, allowing code reviews to begin.
- Conducted code reviews of 'in-house' software, adhering to predefined specifications from external developers of outsourced software.

PROJECTS

React - https://greaves.store/ ⊙ 🌐
React, MongoDB, HTML/CSS, JavaScript
- Developed an E-Commerce website, utilizing the **MERN stack**.
- Engineered the frontend with **React**, adhering to UX design principles.
- Incorporated **Express.js** for API development, for communication between the frontend and backend.
- Implemented **MongoDB** as the database solution.
- Facilitated deployment on **Cloudflare** for optimized performance and reliability, complemented by a custom domain hosted on GoDaddy.

Unity - Final Year Project ⊙ ▶ 📄
C#, Unity, Blender
- Developed a 3D video game template, using **Unity (C#) and Blender**.
- Authored a **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.

SpringBoot - Enrollment System ⊙
Java, SpringBoot, Maven, H2, JPA, MockMVC
- Created a **RESTful Java application** for school enrollment on a H2 embedded database.
- Implemented effective **SLF4J logging** to enhance system monitoring and debugging capabilities.
- Conducted thorough **unit testing by employing MockMVC**, ensuring the functionality and reliability of the service under different scenarios and inputs.
- Incorporated **role-based authentication**, controlling access to specific resources and limiting responses to only those authorized for certain HTTP requests, ensuring data security and privacy.

Group Project - Lua Game Development ⊙
Lua, Defold, Agile
- Collaborated with a team to develop a **Lua game using the Defold engine.**
- Established and maintained an efficient **Kanban board**, organized team meetings, and composed project documentation.
- Designed and created pixel art for game entities.
- Developed Lua scripts for game mechanics, adhering to the MDA framework.