LOCHLANN O NEILL

SOFTWARE DEVELOPMENT

CONTACT

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SKILLS

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

Technologies:
- React
- SpringBoot
- Docker
- Kubernetes
- MongoDB

EDUCATION

Munster Technological University

BSc (Honours) Software Development
2018 – 2023

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

LANGUAGES

- **English** - Native
- **Irish** - Elementary
- **French** - Elementary

INTERESTS

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

PROFILE

An ambitious, determined, and results-driven professional with a proven track record of continuously developing skills, who desires to attain a career progressive role immediately. A motivated team player and leader, possessing excellent communication skills and the ability to take initiative, and function effectively under pressure, commended as a valuable team asset, contributing to project enhancement, and boasts a proven track record of creating effective processes that consistently meet compliance requirements. Familiar across each stage of the software development cycle, with a preference towards backend development.

WORK EXPERIENCE

Electronic and Software Co-Op
Boston Scientific

Summary: C#, 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.
- Updated data in Primo database by integrating information from factory systems, ensuring its accuracy and reliability for multiple project management SharePoints.
- Conducted code reviews of 'in-house' software, adhering to predefined specifications.

PROJECTS

React - www.greaves.store ○ 🌐
Summary: React, MongoDB, HTML/CSS, JavaScript
- Developed an E-Commerce website from inception to deployment, utilizing the MERN stack (MongoDB, Express.js, React, Node.js).
- Engineered the frontend with React, ensuring an engaging and user-friendly interface that enhances the shopping experience.
- Implemented MongoDB as the database solution, enabling efficient data management and retrieval for seamless operation.
- Facilitated deployment on Cloudflare for optimized performance and reliability, complemented by a custom domain hosted on GoDaddy for enhanced brand identity and accessibility.

Unity - Final Year Project ○ ▶ 📄
Summary: C#, Unity, Blender, Photoshop
- 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.

SpringBoot - Enrollment System ○
Summary: Java, SpringBoot, Maven, H2, JPA
- Created a RESTful web service for school enrollment on a H2 embedded database (offices, students, departments, etc.).
- 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, effectively controlling access to specific resources and limiting responses to only those authorized for certain HTTP requests, ensuring data security and privacy.