

Lochlann O Neill

Software Development

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LinkedIn: <https://www.linkedin.com/in/lochlannoneill/>
Portfolio: <https://www.lochlannoneill.com/>

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. Boasts a proven track record of creating effective processes that consistently meet compliance requirements. Familiar across all stages of the software development cycle, with a preference towards backend development.

ABOUT

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

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

Interests: Hiking, History, Leetcode, Running, Weight Lifting

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.
 - 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.
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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

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

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

Summary: HTML/CSS, Javascript, Bootstrap, Cloudflare

- Created an online portfolio, showcasing completed assignments throughout final year of university.