Lochlann O Neill

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Software developer with a strong interest in building practical and impactful solutions. Outside of my studies, I've developed personal projects to strengthen my skills and explore new technologies. I enjoy working in collaborative environments where I can contribute, learn from others, and continue growing as part of a team.

Skills

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

Work Experience

Graduate Software Engineer - *Vodafone*   **June 2025 – Present**

- Contributed to Java microservices development with Quarkus and Kubernetes, gaining experience in scalable and containerized applications.
- Maintained >80% unit test coverage, ensuring code quality and reliability.
- Assisted in building REST and SOAP APIs to integrate with external and legacy systems.
- Supported CI/CD pipelines by managing builds and dependencies using Maven.
- Collaborated in an Agile team, using Git for version control and code reviews.

Graduate Network Infrastructure Management and Deployment - *Vodafone*   **August 2024 – May 2025**

- Audited 100% of datacenter assets on-site, ensuring precise asset tracking and laying the foundation for a successful cloud migration.
- Migrated 70% of datacenter assets to Sunbird DCIM, enabling real-time analytics that improved operational efficiency, reduced downtime and power costs, enhanced scalability, and supported data-driven decision-making for stakeholders.
- Communicated daily device planning and decommissioning updates to system owners to ensure alignment and operational transparency.
- Voluntary collaboration with the App Test Automation team to develop Selenium-based web test scripts, contributing towards application robustness.

Intern Software Engineer - *Boston Scientific*   **March 2021 – September 2021**

- Participated in a rotational program, gaining exposure to multiple teams and learning different aspects of software development and operations.
- Helped migrate factory system data into SharePoint, improving accessibility and organization for the team.
- Assisted with code reviews of in-house software to check specification alignment and support component ID format updates.
- Collaborated with external developers to ensure in-house software met specifications and worked smoothly with vendor systems.

Education

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

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

Recent Projects

Greaves - *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.

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.

Unity Game (Final Year Project) - *[GitHub](#)* | *[YouTube](#)* | *[Report](#)*   **2023**
- Developed a 3D game template in Unity with C#.
- Authored a 35,000-word report on design, development, and testing.
- Presented an in-person demonstration with a poster, feature video, and playable showcase.

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.

PySpark Big Data Analytics - *[GitHub](#)*   **2023**
- Formulated SparkSQL queries to compute various statistics and glean insights from the provided dataset.
- Implemented Spark structured streaming to conduct real-time data analytics on streamed input data.

Microservice Docker/Kubernetes - *[GitHub](#)* | *[YouTube](#)*   **2023**
- Designed and implemented a containerized microservice-oriented platform, leveraging Python, Docker, gRPC, and RabbitMQ to facilitate communication and streaming.
- Migrated the system to a K3S environment.
- Performed functional and non-functional testing with Prometheus

OSEngineering XV6 Qemu - *[GitHub](#)*   **2023**
- Created custom system calls to enhance the default xv6 functionality (ps, trace, find, etc)
- Enhanced the xv6 file system to accommodate larger files.
- Investigated the application of interrupts in I/O scheduling, FUSE, and GlusterFS.