

Lochlann O Neill

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[LinkedIn](#)

[GitHub](#)

[LeetCode](#)

[Portfolio](#)

Software developer 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

Software Engineer - Vodafone

June 2025 – Present

- Java, Quarkus, Maven, Kubernetes, Docker, MongoDB, REST, SOAP, Git

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

- 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.

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, Skateboarding, Weight Lifting

Education

BSc (Honours) Software Development - Munster Technological University

2023

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

2025

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.