

Lochlann O Neill

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[LinkedIn](#)

[GitHub](#)

[LeetCode](#)

[Portfolio](#)

Software developer from Munster Technological University 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

Network Infrastructure Management and Deployment - Vodafone

Aug. 2024 – Present

- Auditing asset registers for accuracy and updating system owners on device planning/decommissioning, allowing for cloud migration.
- Migrating datacenters to a cloud DCIM platform to enable real-time analytics, with the goal of improving operational efficiency, reducing costs associated with downtime and power usage, supporting future scalability, and enhancing decision-making for key stakeholders.
- Voluntary collaboration with the App Test Automation team to develop Selenium-based web test scripts, contributing towards application robustness.

Intern Software Engineer - Boston Scientific

Mar. 2021 – Sep 2021

- Streamlined workflows by 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:** React.js, Node.js, MySQL, MongoDB, Git, AWS, Azure
- **Interests:** 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

Certifications

- **Safepass - SOLAS** (*valid until 2029*)

2025

Recent Projects

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.

E-Commerce Website (Ongoing) - [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.

Unity Game (Final Year Project) - [GitHub](#) | [YouTube](#) | [Report](#)

2023

- Developed a customizable 3D game template in Unity with C#.
- Authored a 35,000-word report on design, development, and testing.

- Delivered an in-person demo with a poster, feature video, and interactive 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.