MARC VILLAREAL

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EDUCATION

Queen's University Belfast - GPA (2:1)

BEng (Hons) Software Engineering with Year in Industry

Belfast, Northern Ireland Sept 2020 – June 2024

Notable Modules: Final Year Project (77), Procedural Programming (74), Software Testing (66), Data Structures Algorithms (65), Software Engineering and Systems Development (63), Fundamental of Maths for Computing (63), Network Security (62)

St Mary's Christian Brothers' Grammar School & Hazelwood College, Belfast

Belfast, Northern Ireland Aug 2013 – June 2020

Advanced Level, Advanced Subsidiary Level, GCSE

 \circ A-level: Score: \pmb{AAB} in CCEA Digital Technology, CCEA Moving Image Arts, BTEC Sports.

• GCSE: 9 GCSE's **A-C** (including Mathematics' and English)

EXPERIENCE

ScreenCloud

Software Engineer

Sept 2024 - Dec 2024

- Developed and deployed six key integrated applications for ScreenCloud's digital signage platform, including Air Quality, Layout Builder, and Quick Post, leveraging TypeScript, React, Node.js, AWS Lambda, DynamoDB and SCSS to enhance customer engagement.
- Streamlined CI/CD pipelines with **GitHub Actions** and **Travis CI**, reducing deployment times and improving build reliability across multiple services. Supported a platform utilised by over 10,000 customers globally, improving digital signage performance and feature extensibility.

Civica

Placement Software Engineer

Sept 2022 - Sept 2023

- Worked on remediating accessibility for NI Direct **GeNI** and **GRO** portals to GDS (GOV.UK Design System) standards and guidelines.
- · Assisted in design and development of **DHI** (Digital Health Identity) system using **C#** and **.NET Core**.
- Collaborated in a team to rapidly deliver **COVID Certification Service** which allowed Northern Irish citizens to travel abroad during the COVID pandemic by allowing them access to proof of Vaccination and/or Recovery.

Capita

IT Service Desk Analyst

July 2022 - Aug 2022

- Responded to incoming telephone calls, emails, and logging incidents from C2K schools around Northern Ireland.
- Provided **software** and **hardware** support, resolving problems and issues.
- Performed system installations and updates to **prevent service interruptions**.

NOTABLE PROJECTS

Insurify - Final Year Project

Sept 2023 - Apr 2024

• Designed and developed an Insurance Year in Review website with a team of 4 using **Go**, **MongoDB**, **JWT**, **React.js**, and **TailwindCSS**, deployed with **Docker**, **Rancher** and **GCP** through a **GitLab CI/CD Pipeline**, resulting in an innovative approach to transform the traditional protection review into a digital, non-linear, and unscripted experience. By presenting complex information in an easy-to-understand format, we strived to engage customers in a meaningful way.

ScreenCloud Studio Apps

Sept 2024 - Dec 2024

Helped develop a unified mono backend platform that powers over 100 applications and integrations for ScreenCloud's digital signage solution used by over 10,000 customers globally using technologies like Typescript, Node.js, AWS, Travis CI, GitHub Actions, React.js, SCSS leveraging TDD approach.

Niche (Ongoing)

Nov 2024 - Current

• Developing a cross-posting app for content creators, enabling video uploads, account sign-ins, and **AI-generated** captions/hashtags for Instagram and TikTok. Built with **TypeScript**, **React** (frontend) and **Java**, **Spring Boot** (backend).

SKILLS AND INTERESTS

- Languages and Technologies <u>Proficient</u> with Java (primary), C#, Typescript, React.js, Node, Git, JavaScript, SCSS, TailwindCSS, Docker. <u>Familiar</u> with Golang, MongoDB, AWS, Spring Boot, GCP, Kubernetes, Rancher, and MySQL. <u>Tools</u> Discord, Slack, Microsoft Teams, vsCode, Visual Studio, GitHub, GitLab.
- **Hobbies & Extracurricular** Filmmaking, guitarist and gym-goer. Queen's Filipino Society Treasurer Maintained and handled financial health of the society for 2 years. Queen's Esports Game Team Captain and NSE All Star Regional's Winner 2022. Took part in Hackathons by Nigma & HKD. (More Information on Website)