

OISIN FITZPATRICK

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[GitHub](#) | [Game Projects](#) | [LinkedIn](#)

Recent master's degree recipient and Software Engineer, seeking employment opportunities for Frontend Engineering Roles and UX Design Roles. Previous undergraduate experience in digital games development. Proficiencies include JavaScript, C#, UX Research and Design.

EDUCATION

MSC ADVANCED SOFTWARE DEVELOPMENT | TECHNOLOGICAL UNIVERSITY DUBLIN

January 2024

- Relevant Coursework: Software Design, Programming Paradigms, Web Application Architectures, Advanced Databases, Secure Systems Development, Systems Architectures, UX Design, Data Visualization.
- Result: TBC.

CPD DIPLOMA FUNDAMENTALS OF COMPUTING | TECHNOLOGICAL UNIVERSITY DUBLIN

May 2022

- Relevant Coursework: Architecture, Operating Systems & Networks, Systems Analysis, Web & UI Design, Object Oriented Software Development.
- GPA: 91%.

BA GAME DESIGN | TECHNOLOGICAL UNIVERSITY DUBLIN

May 2021

- Relevant Coursework: Games Programming, Game Tools, Production, Game Engines, Prototyping.
 - Result: 2.1 (Upper Second-Class Honors)
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WORK EXPERIENCE

FRONTEND ENGINEER INTERNSHIP | HOUGHTON MIFFLIN HARCOURT | DUBLIN

June 2023 – August 2023

- Frontend Engineer Internship as part of a full stack team, working on the HMH Ed application.
- Wrote Unit and Integration tests for code coverage.
- Used Jenkins + GitHub as part of deployment pipeline, including E2E testing and triaging.
- Daily Standups and regular communication with team/other staff to coordinate and diagnose problems.

RETAIL SUPERVISOR | MOUNTAIN WAREHOUSE

June 2021 – October 2021

- Performed managerial duties including store banking and operations, and staff management/coordination.
- Mediated conflicts between agitated customers and staff.
- Fostered good relations with fellow staff and security members and contributed to a positive working environment during stressful times.

RETAIL ASSISTANT | MOUNTAIN WAREHOUSE

October 2019 – June 2021

- Helped in daily operation of the store, providing customer service skills, maintaining store standards, and being a diligent and dependable worker during difficult period of store operations following COVID 19 reopening.
- Eventually promoted to supervisor in recognition of my efforts.

SKILLS

SOFTWARE DESIGN AND SOFTWARE DEVELOPMENT

- Knowledgeable in processes and techniques involved in the design and development of software.
- Strong grasp on the utility of Software Design Patterns.
- Experience in development methodologies such as Agile.
- Practice in analyzing problems and researching solutions.

UX RESEARCH AND UX DESIGN

- Outlining project requirements and conducting user research/evaluation.
- Understanding of Design Principles & Guidelines, and of Design Systems.
- Focused on Accessibility and Usability.
- Proficient with prototyping tools such as Figma.

PROGRAMMING

- Strong Understanding of OOP and Functional programming paradigms.
- Proficient in multiple languages such as JavaScript, C#, and Python.
- Focus on Web development creating user interfaces with React and Material UI.

GAME DESIGN AND DEVELOPMENT

- Numerous Small Game/Prototype Projects.
- Games Scripting using C#.
- Development using Unity Game Engine.

OTHER SKILLS AND SOFTWARE PROFICIENCIES

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|-------------------------|-----------------|
| ○ JavaScript/Python/C#. | ○ R (language). |
| ○ React. | ○ Jest. |
| ○ Material UI. | ○ SQL. |
| ○ TanStack Query. | ○ Jenkins. |
| ○ Git / GitHub. | ○ Jira. |
| ○ NodeJS / Express JS. | ○ Tableau. |
| ○ Postman. | ○ Code Review. |
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PROJECTS

RENTING MADE EASY | UX DESIGN AND FRONTEND ENGINEER

October 2023 – December 2023

- Developed UI for Rental Listings website, focusing on usability and accessibility. Used tools such as Figma to design layouts and logos for the site, and to create prototypes for testing.
- Utilized libraries and external APIs for map views, authentication/authorization, and backend integration, such as React Leaflet, AWS Amplify Libraries, and TanStack Query.
- Performed evaluations, including User evaluation, Expert Reviews, and manual testing.
- Fully Documented Approach to Development, available within [Final Report](#).
- [User Interface Demo](#).
- GitHub Repository: <https://github.com/oisintheginger/mscfinalproject>.

HMH ED TEACHER DASHBOARD REFACTOR AND TEACHER DASHBOARD ERROR STATES | FRONTEND ENGINEER INTERN

August 2023

- Refactored large script into multiple Hooks and Components, while also creating test coverage for refactored behavior including unit/integration tests in Jest. Reduced lines of code by roughly 35%.
- Added new widget states to numerous widgets on the Teacher Dashboard of Ed, including error/empty states and toast alerts.
- Involved cross-team collaboration and back-and-forth from the UX team in Boston and in-house accessibility expert.
- Numerous Pull Requests, Code Reviews, and Testing.
- [Ed Error States Demo](#).

FACE2FACE BACKEND API | NODEJS BACKEND

November 2023

- Created Backend API for a Daft.ie clone using ExpressJS and NodeJS.

- Featured Authentication/Authorization and Password Resetting.
- Used Middleware libraries such as Multer and AWS S3 storage for image storage.
- GitHub Repository: <https://github.com/oisinthe Ginger/Face2FacePublicRepo/tree/main>.

PRESS REKORD | GAMEPLAY AND SYSTEMS PROGRAMMER

September 2020 – May 2021

- Developed Game Event System, Quest Systems, Dialogue Systems, Final Boss Encounter, and Fly Enemy AI.
- Used Scriptable Objects to construct dialogue trees for the game.
- The Game Event system allowed for decoupled communication between various game systems, e.g. quest system could listen for dialogue events to fire so that quests could progress.
- [Demo Video](#).
- GitHub Repository: <https://github.com/oisinthe Ginger/PressRekord>.