Oisin McNicholl

UNIVERSITY STUDENT

Details

Limavady, United Kingdom
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Links

LinkedIn

Skills

- HTML
- CSS
- Python
- C++
- Java
- JavaScript
- Software Development
- Programming Languages
- Git
- SQL
- Technological Expertise
- Full UK Driving license

Courses

java masterclass, Udemy

C# crash course, Udemy

C++ Masterclass, Udemy

RNLI Lifeguard Certification

Profile

As a student in the computer science course at Queens University Belfast, I am gaining a strong foundation in various programming languages and software development concepts. My studies include in-depth learning of C#, Java, Python, JavaScript, C++, SQL, PHP, HTML, Eclipse, Visual Studio and Git. I am actively involved in honing my skills through practical projects and coursework, aiming to develop a deep understanding of software engineering principles and best practices.

Education

computer science, Queens University Belfast

SEPTEMBER 2023 — DECEMBER 2027

Level 1 Modules:

Introduction to Computer Architecture (47%), Databases (52%), Cybersecurity (80%), Fundamentals of Maths for Computing (56%), Web Technologies (53%), Programming (55%).

Level 2 Modules:

Software engineering and systems development (63%), Data structures and algorithms (62%), professional and transferable skills (68%)

2023 A Levels:

Technology and design(B), software systems development(B), Physics (C)

2022 AS Levels:

Technology and design(A), software systems development(A), Physics (B)

Achievements

JANUARY 2025

- Highest achiever award software systems development: I achieved the highest mark in the subject at my school.
- Highest achiever award Technology and Design: I achieved the highest mark in the subject at my school.
- Best project award Technology and Design: I achieved the highest mark for the subject's coursework at my school.
- Best project award Software Systems Development: I achieved the highest mark for the subject's coursework at my school.
- Swimmer of the year
- Appointed Captain of my Swim team

Extra-curricular activities

Sport:

- Active member of QUB PEC and attend regular gym sessions
- competitive swimmer who competed at and made multiple national finals

QUB clubs:

- Surfing
- Swimming
- Snowsports
- computer science
- muay Thai

Hobbies:

- Frequent gamer with an interest in tactical games
- Coding challenges
- Brain teasers
- Surfing

Soft skills

- **Problem Solving: honed through various challenges and a natural curiosity.**
- **Teamwork: I am part of multiple clubs and frequently engage in tactical games with my friends.**
- **Adaptability: the students in our school were compelled to teach ourselves the curriculum due to the absence of a teacher in which I achieved the highest mark.**
- **Leadership: I was appointed captain of my swim team. I was in charge of groups of children, keeping them organized and ensuring they make it to their races on time.**
- **Communication: in my experience writing reports for my coursework work I believe I am able to effectively and efficiently communicate my thought process.**
- **Work ethic: refined through my various endeavours such as independently learning unity to deliver a better game that could not be created on Visual Studio and teaching myself Arduino to enhance my technology project beyond the capabilities of genie.**

Projects

School project software system development

- I coded an application for a department store, inspired by Tesco online, using c#.
- Developed my use of databases by holding, placing, viewing, and deleting orders in my SQL.

Level 1 Object Orientated Programming

- contracted to create a food-based application sample for QUB Library.
- This project launched my Java programming skills and my object-orientated knowledge. I employed a prototype and problem-solved during the project to test the product for bugs and used the unified modelling language (UML) system.

School project software system development

- I produced a game in unity combining 3 different genres: The first level being turn-based and inspired by Pokémon with the user being able to choose an element to attack with each inflicting a different and cost different amounts of energy effect such as fire inflicting burn nature healing the user, slash which costs less energy and electric which paralyzes the enemy for a turn when the user successfully passes this mission they will be brought to level 2
- survival: Enemies will spawn at random areas on a grid and set intervals for 3 minutes the user will have to manoeuvre their avatar to avoid the enemies it will take 5 hits to bring the user's health bar to 0 the enemies are all programmed to track the player's avatar using a mesh AI
- platformer: Inspired by Hollow Knight in which the user is given a blast attack and a slash attack they must first kill 3 enemies and then perform parkour to reach a boss fight, the boss has 3 states a charge attack where it targets the user, and charges directly at them, a manic state in which it bounces across the walls randomly and a neutral state where it does not attack
- Developed my programming skills using C# as well as my ability to use Unity.

School project- design and technology

- Demonstrated a strong work ethic by designing, building, and soldering a custom copper circuit board for a reaction game.
- Self-taught Arduino programming during free periods, lunch breaks, and after-school hours, documenting the entire process in a comprehensive 20-page report.
- Significantly improved electronic engineering, problem-solving, and time-management skills throughout the project.

Internships

- experience day at Seagate:
- put into a team to solve an algorithm I was assigned the group leader we worked independently and cohesively to solve our task with the least number of steps out of every group in attendance

References

Paul Bradley from Loreto college Coleraine

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Peter Hill from Larne Swimming Club

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