Oscar Coghlan

Software Developer

Passion-driven software developer with a solid foundation in coding and a strong commitment to delivering efficient and high-quality solutions to complex technical problems. I am currently seeking a position in software development that will give me the ability and responsibility to continue developing my skills. I am currently pursuing a Bachelor's degree in Software Engineering.

Contact

Phone
+61 493 241 551

Email
contact@oscarc.dev

Portfolio
https://oscarc.dev/

Github
https://github.com/pamo22/

Codeberg
https://codeberg.org/pamo22/

Skills

Programming
• C++
• C
• Java
• C#
• Python
• Lua
• Rust

Web Development & Site Administration
• CSS
• HTML
• JavaScript
• PHP
• NuxtJS
• SQL (MariaDB)
• Apache
• node.js
• SSL/TLS configuration

Computer Skills
• Github CLI
• Linux server administration
• Object Oriented Programming
• Word processors (MS word, Libreoffice writer)
• Spreadsheet software (MS excel, Libreoffice calc)
• Graphic design (Photoshop, Scribus, etc)

General Skills
• Collaborative
• Detail oriented
• Natural leader
• Adaptable
• Strong English language skills

Education

2022 - 2024 (ongoing)

University of Canberra, ACT

Third year bachelor of Software Engineering
Average grage: 6.668 GPA - 88 WAM
Dean's Excellence Award 2022 Semester 1
Dean's Excellence Award 2022 Semester 2
Dean's Excellence Award 2023 Semester 1
Dean's Excellence Award 2023 Semester 2

2016 - 2021

Saint Francis Xavier College, ACT

Graduated 85.85 ATAR.
Certificate 1 in Business (BSB10115).
Certificate 1 in Digital Technology (ICT10115).

Work Experience

08/2023 - present

Learning Support Assistant - Cranleigh School

As a Learning Support Assistant at a special education school, I contrubute to and assist the teachers in creating an inclusive and calm learning environment. Through patient guidance and compassion, I assist students with diverse needs, empowering them to overcome challenges and achieve academic milestones. I endeavor to create an atmosphere of growth and positive development.

Projects   https://oscarc.dev/

June - July 2023

automata-gl

C++ / opengl / make

An implementation of conway's game of life and other cellular automata. Project uses arrays, memory allocation, and multiple source files.

https://github.com/pamo22/automata-gl

March - May 2023

collisions-cpp

C++ / opengl / make

A simple particle physics simulator. Calculates interactions between particles given velocity and angle of collision.

https://github.com/pamo22/collisions-cpp

October - November 2022

website-forum

html / css / php / sql / mariadb

A forum website proof of concept using PHP with mysqli to communicate with a MariaDB server.

https://github.com/pamo22/website-forum