

Brendan Joseph O'Connor

Software Engineer
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[brendan.joseph.o.connor](https://github.com/brendan.joseph.o.connor)

Software Engineer with a keen interest in games programming, design and developing solutions. Experienced in designing, developing and working with game platforms, large complex systems, web platforms and integration with third-party platforms.

Work Experience

Boilerhouse Digital
boilerhouse.digital
2014-present

Co-Founder

Work as lead on several internal projects, as well as in a support role on others. Responsibilities include REST API design, implementation and maintenance. Most internal projects run on Laravel, also provide support for clients with other frameworks and legacy systems. Some recent projects include Covered (getcovered.co.ke) and METRIK (metrik.co.ke).

M-Farm
mfarm.co.ke
2013-2014

Senior API Developer

Responsibilities included maintenance work on legacy system (CodeIgniter) as well as contributing to development of the new current system (Rails). Worked on integration with 3rd Party systems via REST APIs (for SMS submissions), developed tools for analysis of data captured. Included minor DevOps responsibilities for running unit tests and deployments to servers. Collaborated on a team at the start up, including with outside consultants.

Squad Digital/
OgilvyOne
squaddigital.com
2012 - 2013

Developer

Website and application development for clients including [Safaricom](https://www.safaricom.co.ke), [Airtel](https://www.airtel.com) (including: Airtel Ghana, Airtel DRC, Airtel Kenya, Airtel Gabon), [Tecno Mobile](https://www.tecnomobile.com), [Standard Chartered](https://www.standardchartered.com), [GoDown](https://www.go-down.com) Art Center/[Nai ni Who](https://www.nai-ni-who.com) Campaign (2013), [NACADA](https://www.nacada.com). Conducted internal research on platforms and techniques such as: Unity, Microsoft Surface and Kinect, Leap Motion, Android apps (Phonegap), Semantic Analysis of tweets, NoSQL databases among others. Integration with 3rd party systems including those from: Facebook, Google, Instagram, Twitter, JamiQ and Safaricom. Also worked on design and development for internal projects and HTML/Testing support.

Openworld Ltd
openworld.co.ke
2010 - 2012

Senior Developer

Systems design and development for clients including the Kenyan Government (Performance Contracting Department) and the African Union ([AU-IBAR](https://www.au-ibar.com)) on custom PHP systems. Integration with 3rd party systems including but not limited to Qualtrics and Google APIs. USSD/Mobile development (Java)



JS Engine
jsengine.net
Apr - Nov 2010

Senior Developer

Website development and interface design for clients including the United Nations (UNDESA), the XYZ Show and TinTin Restaurant.

Consulting work

Approached to develop or contribute to sites and projects for clients including Samchi Credit (samchicredit.co.ke), AU-IBAR (African Union InterAfrican Bureau for Animal Resources), UNDESA (United Nations Department for Economic and Social Affairs), CREA Africa: creafrica.com, EOS Solar: eos.co.ke, Mara Moja Transport: maramoja.co.ke

Education

Trinity College Dublin
Dublin, Ireland
2014-2015

MSc Computer Science (Interactive Entertainment Technology)

Dissertation: *Relationship Model for Believable Social Dynamics of Characters in Games*

Strathmore University
Nairobi, Kenya
2006-2010

Bachelor of Business and Information Technology (BBIT)

Graduated with Upper Second Class Honours (2:1)

Technical Skills

Languages:	C#, PHP, C/C++, Javascript, Java, Ruby, HTML5/CSS3, SQL
Frameworks/Libraries:	OpenGL, WebGL, Laravel, Angular, Rails, JQuery, ThreeJS, MySQL
Engines/Applications:	Unity, Unreal, Git, Visual Studio, Vagrant

Personal Skills

Professionalism, Dedication	Believe in attention to detail and following best practices. Always look to improve on previous work and techniques by refactoring and observing how others approach problems.
Creativity, Humility, Determination	Eager to find a novel approach to a problem, and determined to find a solution. I don't assume to know the best solution at all times; ready to accept input from other sources.
Teamwork, Leadership	Worked in small and large teams in companies of significant difference in size and resources. Project lead on several occasions where I would aim to delegate, and also learn more about other roles (e.g. copywriters, artists) to better understand how I can contribute more.
Motivated, Independent	Trusted to handle complex tasks, prioritise and meet deadlines with minimal supervision. Mostly self-taught, I always strive to improve on my current skillset.

References

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| 1. Joe Njeru Murithi
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Director, Corporate Risk Services,
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