Lochlann O Neill

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Hi, I'm a recent Software Development graduate from Munster Technological University with a deep passion for creating impactful software. Beyond my studies, I've continued building and refining projects, driven by curiosity and a love for learning. I thrive in collaborative environments where ideas are shared, and I'm excited to contribute my skills while growing alongside a team of equally enthusiastic peers.

Work Experience

Vodafone - *Graduate Network Infrastructure Management and Deployment*　　　　**Aug. 2024 – Present**
- Auditing asset registers for accuracy and updating system owners on decommissioning and lifecycle changes, allowing for cloud migration.
- Currently migrating Data Center node data to a SaaS DCIM tool for better data insights and efficiency.
- Collaborating with the App Test Automation team on a voluntary project to develop Selenium-based web tests, contributing towards application reliability.

Boston Scientific - *Intern Software Engineer*　　　　**Mar. 2021 – Sep 2021**
- Streamlined workflows by transferring factory system data to SharePoint, enabling structured code reviews.
- Reviewed in-house software code for specification compliance, collaborating with external developers to maintain quality standards, and to allow for production component ID reformats.

Education

Munster Technological University - *BSc (Honours) Software Development*　　　　**2023**
- Grade: First-Class Honours
- Societies: Airsoft, Athletics, Gaming, Programming, Skateboarding

Skills

- **Languages:** Java, Python, C, C#, HTML/CSS, Javascript, SQL, NoSQL
- **Frameworks / Tools:** React.js, Node.js, MySQL, MongoDB, Git, AWS, Docker, Kubernetes
- **Interests**: Hiking, History, Programming, Gaming, Running, Skateboarding, Weight Lifting

Projects

Cloud Automation - *GitHub*　　　　**2025**
- Automated cloud tasks with AWS with Boto3.
- Managed EC2 instances, EBS volumes, and S3 storage.
- Monitored EC2 performance via CloudWatch, triggering actions based on threshold breaches.

E-Commerce Website - *GitHub Website*　　　　**2024**
- Developed a user-friendly React.js frontend following UX principles.
- Built APIs with Node.js and Express.js, integrated MongoDB for scalability, and used Azure Blob Storage for multimedia assets.

Final Year Project - *GitHub YouTube Report*　　　　**2023**
- Developed a customizable 3D game template in Unity with C#.
- Authored a 35,000-word report on design, development, and testing.
- Delivered an in-person demo with a poster, feature video, and interactive playable showcase.

OS Engineering XV6 Qemu - *GitHub*　　　　**2023**
- Enhanced xv6 OS in C with custom system calls (ps, trace, find).
- Upgraded the file system to support larger files and implemented interrupt-driven I/O scheduling.
- Explored FUSE and GlusterFS integration for advanced file management.

SpringBoot School Enrollment System - *GitHub*　　　　**2023**
- Developed and deployed a RESTful Spring Boot service with Java, using H2 for lightweight storage.
- Enhanced monitoring with SLF4J logging and ensured reliability with MockMVC unit testing.
- Implemented role-based authentication with JSON for secure access.
- Streamlined development using Maven and Lombok, and HATEOAS principles to improve API responses.