OISIN FITZPATRICK

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GitHub | Personal Site | Game Projects | LinkedIn

Master's degree recipient seeking employment opportunities for Software Engineering roles. Proficiencies include Fullstack Development, Software Design/Architecture, and UX Research and Design. I embody diligence, openness to learning, and adaptability.

EDUCATION

MSc Advanced Software Development | Technological University Dublin

January 2024

o Relevant Coursework: Software Design, Programming Paradigms, Web Application Architectures, Advanced Databases, Secure Systems Development, Systems Architectures, UX Design, Data Visualization.
o Result: First-Class Honors (81%).

CPD Diploma Fundamentals of Computing | Technological University Dublin

May 2022

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

BA Game Design | Technological University Dublin

May 2021

o Relevant Coursework: Games Programming, Game Tools, Production, Game Engines, Prototyping.
o Result: Upper Second-Class Honors

WORK EXPERIENCE

Frontend Engineer Internship | Houghton Mifflin Harcourt | Dublin

June 2023 – August 2023

Refactored the Teacher Dashboard application on HMH Ed, raising test coverage for newly added functionality from 0% to 90% code coverage, and reducing the lines of code in the main application script by ~35%. Assisted and collaborated with fellow engineers to handle and prevent blockages in the deployment pipeline, being noted for my diligence and adherence to best practices.

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

Retail Assistant -> Supervisor | Mountain Warehouse

October 2019 – October 2021

Assisted customers in finding the products that best suited their needs, giving advice and recommendations based on personal experience. Promoted to Supervisor after helping to re-establish store operations post-lockdown. During this difficult sales period, helped staff meet sales KPIs, and coordinated with senior management to achieve week-to-week goals.

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

SKILLS

SOFTWARE DESIGN & DEVELOPMENT

- **Software Design Patterns.**
- **Research and Problem solving.**
- **Agile Development**
- **Architecture & UML diagramming**
- **API Design**
- **C#, Java, JavaScript, Python**
- **Software Testing**

UX RESEARCH & DESIGN

- **User research/evaluation and defining project requirements.**
- **Design Principles & Guidelines, and Design Systems.**
  Focused on Accessibility and Usability.

GAME DESIGN & DEVELOPMENT

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

OTHER SKILLS AND SOFTWARE PROFICIENCIES

- JavaScript / Python / C#.
- React / MaterialUI / TanStack Query.
- SQL / NoSQL.
- Git / GitHub.
- NodeJS / Express JS.
- Postman.
- Jest.
- Linux OS (Ubuntu).
- Virtual Machines.
- Jenkins.
- Jira.
- R / Tableau.
- Figma.
- Code Review.

PROJECTS

RENTING MADE EASY | FRONTEND DEVELOPER AND UX DESIGN

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.
- AWS Cloud Architecture (Amplify, Cognito, S3, Lambda), 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 NEW 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.
- [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, Multer and AWS S3 storage for image storage.
- GitHub Repository: https://github.com/oisintheginger/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/oisintheginger/PressRekord.