

# Colm Murphy

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## Education

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**BSc Computer Science**, *University College Cork*

September 2021 –  
May 2025

- **Year 3: First-Class Honors:** Software Engineering, Network Communications, Ethical Hacking and Web Security, C Programming for Microcontrollers, Advanced Java Programming, Theory of Computation
- **Year 2: First-Class Honors:** Intermediate Programming, Algorithms & Data Structures, Computer Architecture, Operating Systems, Information Storage & Management
- **Year 1: First-Class Honors** - Including **91%** in Introduction to Python Programming, **90%** in Foundations of Computer Science 1/2, and **95%** in Introduction to Calculus

**Languages:** Python, Java, Kotlin, Javascript, Typescript, GDScript

**Applications:** VSCode, IntelliJ Idea, MySQL, Git/GitHub, Godot, Android Studio, Wireshark

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## Projects


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**Game Development**, *Godot, GDScript*

- Designed and developed a top-down Real-Time Strategy game in a team of 4 developers
- Implemented real-time Peer-to-Peer multiplayer functionality
- Applied event-driven design patterns to create an extensible game architecture
- Incorporated various strategies to test the project's usability and functionality

**Software Development - ELO rating system**, *Kotlin, MongoDB*

- Designed and implemented a software system to rank a group of chess players using the ELO rating system
- Incorporated MongoDB to keep a record of games played, and construct an aggregate of various data points
- Implemented a frontend in the form of a chatbot to record games played and read from the underlying database

**Web Development**, *React, TypeScript, GitHub Actions* 

- Built a responsive personal portfolio website using ReactJS
- Incorporated GitHub Actions to continuously deploy the site to GitHub pages
- Adhered to best practices and KISS principles

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## Professional Experience

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**Student Software Development Engineer**, *Pilz*

March 2024 – present  
Cork

- Worked in an Agile team to develop an iOS application using Bluetooth Low Energy and Ultra-WideBand technology
- Implemented a common CI Pipeline template for several Spring Boot applications, reducing per-project CI code by up to 90%

**Server/Bartender, Isaacs Restaurant**

May 2022 – February 2024

Cork

- Worked as a server in a busy fine dining restaurant in the city centre
- Served high quality food and wine to up to 150 guests in a 4 hour period
- Greeted guests, took food & drink orders
- Listened to guests and provided food & drink recommendations to accommodate personal preferences and dietary restrictions
- Resolved conflicts and handled guest complaints in a professional manner
- Took bookings, deposits and answered guest queries over the phone
- Closed up the restaurant at the end of the night, including doing till readings and locating the source of any shortages

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**References**

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**Available on request**