

# Kieran Donnelly

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## PROFESSIONAL SUMMARY

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A motivated and skilled professional with strong communication and problem-solving abilities. I focus on creating software that is easy to use and solves real problems. With a willingness to learn and improve, I am committed to building practical, reliable, and impactful solutions.

## EDUCATION

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<b>University of Edinburgh</b> <i>BSc (Hons) Computer Science, 71% (3rd Year)</i>	September 2021 – Present (Expected June 2025 Graduation) <i>Edinburgh, UK</i>
<b>St David's RC High School</b> <i>Secondary</i>	August 2015 – June 2021 <i>Edinburgh, UK</i>

- **Advanced Highers:** Computing, Maths (A)
- **Highers:** Music, Computing, Maths, Physics, History, Chemistry (A)

## EXPERIENCE

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<b>Engineering Intern</b> <i>FreeAgent</i>	June 2024 – August 2024 <i>Edinburgh, UK</i>
<ul style="list-style-type: none"><li>• Developed a feature which allowed customers to connect their bank account during the sign-up process, increasing user engagement with the platform.</li><li>• Collaborated with cross-functional Agile teams, utilising tools like Notion and GitHub for project management and version control. Participated in code reviews and sprint planning.</li><li>• Authored a blog post describing my move from QA to Software Engineering and how previous experience supported my internship (<a href="#">Link</a>).</li></ul>	
<b>Student QA Engineer</b> <i>Sumdog</i>	January 2023 – February 2024 <i>Edinburgh, UK</i>
<ul style="list-style-type: none"><li>• Performed cross-browser and cross-platform testing using BrowserStack to maintain product quality.</li><li>• Participated in Agile project management, contributing to sprint planning and daily stand-ups.</li><li>• Gained hands-on experience with AWS, understanding and utilising cloud-based infrastructure.</li></ul>	
<b>Team Member</b> <i>Greggs</i>	June 2021 – September 2022 <i>Edinburgh, UK</i>
<ul style="list-style-type: none"><li>• Displayed exceptional customer service skills and operated EPOS systems efficiently.</li><li>• Utilised organisational skills to maintain store cleanliness and promote products effectively.</li></ul>	

## PROJECTS

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<b>Ray/Pathtracer</b>	October 2024 – November 2024
<ul style="list-style-type: none"><li>• Developed a ray/path tracer for Computer Graphics coursework (CGR24) at UoE, supporting various rendering features and scene configurations.</li><li>• Implemented primitive intersection tests (spheres, triangles, cylinders, boxes), multiple material models (diffuse, metal, dielectric, emissive), texture mapping, BVH acceleration, path tracing with multiple importance sampling, and tone mapping.</li></ul>	
<b>Adaptaball</b>	January 2024 – April 2024
<ul style="list-style-type: none"><li>• Developed an accessible motorised table football system with a custom controller and real-time computer vision for gameplay.</li><li>• Designed and programmed control algorithms for motorised rods and kicking mechanisms.</li></ul>	
<b>SpoonsApp</b>	June 2023 – Present
<ul style="list-style-type: none"><li>• Developed a web application for visualising prices at a popular pub chain using Django, HTML, JavaScript, and CSS.</li><li>• Deployed and hosted the application on Render.com cloud service, ensuring high availability and scalability.</li></ul>	

## TECHNICAL SKILLS

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**Languages:** Ruby, Python, HTML/CSS, JavaScript, C++, Java, C  
**Frameworks:** Ruby on Rails, Stimulus, Turbo, Django  
**Databases:** PostgreSQL, MySQL; familiar with relational theory, including relational algebra and relational calculus  
**Developer Tools:** Git, Docker, GitHub/GitLab, AWS, VS Code, IntelliJ, Browserstack, JIRA/Notion  
**Other:** ISO/IEC/IEEE 29119, System Design, 3D Printing, Embedded systems