# — JEROME DEVASSY .—

# CONTACT DETAILS

Address: Park, Banagher, Co. Offaly, R42 KP38

Tel: 089 253 0052

Email:jeromedevassy01@gmail.com

I am a new graduate finished with my BSc (Hons) degree in Software Design at Technological University of the Shannon, Athlone. I am looking for job opportunities with the software developer space throughout Ireland.

Throughout my academic journey I have honed my skills in software engineering, mastering various Object-Oriented Programming languages such as Java, Python, and C++. My experience encompasses a solid understanding of object-oriented design, coding patterns, and testing practices, which have been instrumental in developing robust and scalable software solutions.

I have hands-on experience with AWS, including EC2, VPC, IAM, and S3, along with my proficiency Java, during my internship at Yahoo EMEA. Through this internship, I became familiar with the agile process, developed my skills in managing CI/CD pipelines with Jenkins and Screwdriver and gained practical experience in cloud infrastructure and application deployment.

I have gained experience in designing and architecting systems in my final year project in college. This project involved developing an application, which required me to employ design patterns to ensure its reliability and scalability. The project was hosted and ran on an AWS instance, providing me with firsthand experience in leveraging AWS services to deploy and manage applications. This project involved using Python, AngularJS and Nginx. I have gone into detail about this project in my CV.

A short CV is attached which summarizes my educational achievement and experience to date. The course that I pursued at TUS is a highly practical industry focused course. Some of my key skills are listed below:

- Software Development (Java, C++, C#, Python, RESTful APIs)
- Agile Methodologies (Git)
- Databases (SQL, MySQL, PostgreSQL, MongoDB)
- Security (Encryption-Decryption, AES, RSA, SHA-256)
- Java Development (Maven, Spring Boot, Jax-RS, JPA)
- VR and Game Engine Applications (Unity, Blender, OpenGL)
- Web Development (HTML, JavaScript, CSS, Angular)

I would welcome the opportunity to meet with you for an interview or discuss an employment opportunity over the phone or via email. I have included my contact details at the start of the letter. Should you have any queries please do not hesitate to contact me.

Yours sincerely, Jerome Devassy

# JEROME DEVASSY

Park, Banagher, Co. Offaly, R42KP38|jeromedevassy01@gmail.com |+353 892530052| LinkedIn|Github |Portfolio

#### **PROFILE**

A passionate and detail-oriented software enthusiast with experience across various domains, from developing innovative prototypes for science fairs to creating practical software solutions for real-world applications. Skilled in programming languages like Java, C++, and Python with experience in frameworks like Spring Boot and AngularJS. Adept at working with cloud platforms such as AWS, building CI/CD pipelines, and managing databases like PostgreSQL. Enthusiastic about problem-solving and creating impactful tools, with a strong foundation in software development and a commitment to learning and growth.

#### **SKILLS**

- Programming Languages: Java, Python, C++, C#, AngularJS, HTML, SQL.
- Web Development: AngularJS, Nginx, RESTful APIs, AWS.
- CI/CD Tools: Jenkins, Screwdriver.
- Frameworks and Tools: Spring Boot, Maven.
- Databases: PostgreSQL, MySQL, MongoDB.
- Game and VR Technologies: Unity, Blender, OpenGL.
- Security Knowledge: Encryption (AES, RSA), SHA-256.
- Problem-solving: Analytical thinking and creative solutions for software challenges.

#### **EXPERIENCE**

FROM JAN 2023 - SEPT 2023

## **INTERNSHIP, YAHOO EMEA**

- Worked on a three-week hackathon with interns to develop an office tool. Later joined the Ads and Targeting team, managing the
  Profile Targeting System (PTS). Used Java with Spring Boot and AWS for development, with Jenkins and Screwdriver for CI/CD.
- Successfully created a new CI/CD pipeline for testing.
- Upgraded PTS applications to Java 17, utilizing features like sealed classes.
- Successfully reduced user data storage costs in a region by implementing a filter class.

### FROM 2020 - 2022

# **VOLUNTEER WORK, ST. BRENDAN BIRR PARISH**

- Undertook responsibility of developing and deploying an app for the parish. Currently working on a new update for the same. The
  app has taught me the importance of testing as during testing a lot of issues would be made known which are not obvious to the
  developer.
- Involved in the installation of a new electronic payment machine in the parish. Assisted with maintaining the parish website and addressing any issues. This provided valuable insight into problem-solving and solutions in software. It is a field that requires technical know-how and immense patience.

# **PROJECTS**

- Robotics and Programmed Devices: Developed working prototypes of a plant watering device and a robotic arm for a secondary school science fair. Coded the software using Arduino IDE (C++), while my partner handled circuit design and 3D printing. The project won its category.
- Text-based C++ RPG: Developed a text-based RPG in C++ for a school project, running on the Turbo C++ compiler. The game used classes and file writing to store high scores in a text file. Turbo's outdated nature led to significant troubleshooting. A copy of the code remains as a keepsake.
- Web Scraper Price Aggregator: For the final year project in college, used Python to web-scrape supermarket sites for product data, delivering it to an AngularJS frontend. Hosted on an AWS instance, the platform let shoppers compare prices across supermarkets, with PostgreSQL managed via RDS.

#### **EDUCATION**

SEPT 2020 - OCT 2024

SOFTWARE DESIGN WITH VR AND GAMING YEAR 4, TUS ATHLONE

**APRIL 2020** 

CENTRAL BOARD OF SECONDARY EDUCATION, INDIAN SCHOOL MUSCAT, OMAN