

Marc Laffan

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Personal Profile

Ambitious software engineer with 3+ years industry experience, currently searching for challenging software development roles that allow me to build on object-oriented development experience, web service development experience, web development experience and expand my experience to include areas not yet exposed to.

Skills

From my work experience, training and education I have developed the following skills:

- Strong Object-Oriented Development skills, gained through Java, Groovy, Gosu and Ruby software development. Minor exposure to design patterns.
- Strong Model View Controller web framework development skills, gained through university and personal Ruby on Rails development and professional Groovy on Grails software development.
- Strong MySQL query skills with a working knowledge of database administration.
- Intermediate Linux skills.
- Intermediate networking skills.

Work Experience

Consultant Software Developer, *Guidewire* (August 2016 – Current)

Consultant software developer contracted to Guidewire customers for development on Guidewire insurance software products. Developed property and casualty insurance software functionality for the Policy Center application across three customer projects while following the scrum framework in teams of up to twelve developers, and various other stakeholders. Developed software in Gosu/Java and used Git, Tortoise SVN, Sourcetree, Jenkins, Fisheye, Crucible, Rally and SOAP UI in this position, as well as a host of proprietary software tools. Testing and analysis/understanding of functional requirements were key to my success in this position, as well as close communication with stakeholders. This position involved working both alone and in teams of up to eight in development scrum roles, and involved mentoring less-experienced client developers as well. Earned five internal training certificates for the insurance suite platform while in this position and regularly attended Java training sessions on a weekly basis. Integration training for this role covered JMS, proprietary web services, apache ANT, DCE virtual machine, and Apache MQ.

Software Engineer, *Errigal Software Operation Ltd* (January 2014 - May 2015)

Software engineer working for a San Francisco-based telecommunications software company. Key member of development team working in a variety of roles, including development for Groovy on Grails applications, MySQL development for Grails reporting applications, GWT development, deployment and hosting of web applications in Linux environments, extended periods of travelling abroad for training purposes, ATP and manual testing of software, and problem solving and analysis of issues and bugs across several telecommunications applications. Achieved greater outage detection coverage for a major customer by developing the outage data report. Regularly debugged and solved application and SNMP trap problems during on-call rotation. Researched Selenium as a proof-of-concept to enhance our testing capabilities. Provided minor mentoring role to new hires. Attended Grails Exchange 2014 while in this position. Attended the Distributed Systems and Design Patterns modules of Waterford Institute of Technology's MSc in Computing course while in this position, for training purposes.

Software Engineer Intern, Sonru (October 2011 – December 2011)

Primary responsibilities included Ruby on Rails development, testing of video interviewing software, attending development planning meetings and configuration of customer accounts.

Education

MSc in Computer Science (1.1), University College Dublin (September 2015 - August 2016)

BSc in Software Systems Development (Hons) (2.1), Waterford Institute of Technology (September 2009 - August 2013)

Projects

GitHub: <https://github.com/Marc5690/>

Play Store: <https://play.google.com/store/apps/developer?id=Marc+Laffan>

Encroaching Death 360: An augmented reality zombie shooting game (See Play Store account).
Technologies used: Unity, C#, ARCore, Vuforia, ARToolkit.

Personal website: A personal blog and website (See <http://marclaffan.com>).
Technologies used: Rails 5, Ruby, PostgreSQL, Puma, CKEditor, Active Admin, Ubuntu, Digital Ocean.

Rotten Alive: A story-based zombie survival game (See Play Store account).
Technologies used: Android, Java.

References

Available on request.