# — 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

#### PERSONAL DETAILS

Name: Jerome Devassy
Date of Birth: 24th October 2001

Gender: Male

Email: jeromedevassy01@gmail.com

Phone: +353 089 253 0052

LinkedIn: https://www.linkedin.com/in/jeromedevassy/

Github: <a href="https://github.com/Jerome631">https://github.com/Jerome631</a>
Portfolio: <a href="https://github.com/Jerome631">www.jeromedevassy.com</a>

#### **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**

#### AT PRESENT

# SALES ASSISTANT, APPLEGREEN

# FROM JAN 2023 - SEPT 2023

# **INTERNSHIP, YAHOO EMEA**

I was first put into a team with other interns to work on a hackathon to create a tool for the office for three weeks. I then worked in the Ads and Targeting department, with the team that managed the Profile Targeting System (PTS). The team used Java with Spring Boot and Amazon Web Services (AWS) to develop and improve the applications they managed. They used Jenkins and screwdriver for CI/CD pipelines.

- Worked on the Profile Targeting System (PTS) using Java, Spring Boot, and AWS.
- Managed and optimized CI/CD pipelines with Jenkins and Screwdriver.
- Upgraded PTS applications to Java 17, utilizing features like sealed classes.
- Successfully reduced user data storage costs through system improvements.

### 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.
- Also, I was involved in the installation of a new electronic payment machine in the parish. Helped maintain parish website and assist with any issues. This gave me valuable into the field of problem solving and solutions in software. It is an area that requires know-how of the software and immense patience.

#### **PROJECTS**

- I was involved in making several working prototype models of a plant watering device and a robotic arm for a science fair held in my secondary school. I was tasked with coding the software for the arm and the plant watering device. While my project partner in the project built the circuit and 3-D printed the parts for the prototype. The IDE used was the Arduino IDE and the language was a variation of C++. This project was a success, and our team won in the category we had participated in.
- I made a text-based RPG game using the C++ language to be run on the Turbo C++ compiler. It was for a school project that involved using classes and file writing. The game would take your high score and print it out onto a text file. Turbo is a very old compiler that was unintuitive at times. As a beginner coder back then I spent many nights trying to solve the various issues that would come up. I keep a copy of the code with me.
- For my final year project in college, I used Python to create an application that web scrapes supermarket sites for product data. Then data is then delivered to the frontend which is a website made using AngularJS. The intended goal was to have a platform where prices and products form different supermarkets can be compared so the shoppers can make an informed choice. The backend and frontend ran on an Amazon Web Service instance with the database hosted on their Relational Database Service. The database management system I had used was PostgreSQL.

#### **EDUCATION**

**JUNE 2024** 

# SOFTWARE DESIGN WITH VR AND GAMING YEAR 4, TUS ATHLONE

• I underwent a Bachelor of Science in Software Design with VR and Gaming and passed with second class honours grade 1.

**APRIL 2020** 

CENTRAL BOARD OF SECONDARY EDUCATION, INDIAN SCHOOL MUSCAT, OMAN

# REFERENCES

References will be provided on request.