

TADGH WAGSTAFF

SUMMARY

I taught myself software development as a teenager and worked in several software internship roles. After graduating with honours from my bachelor's and master's degree in the humanities I enrolled in the University of Galway's Software Design and Development Higher Diploma course. I recently graduated from the Software Design and Development HDip with honours.

I'm enthusiastic, dedicated, and have excellent communication skills. I have a broad range of professional and academic experience which enable me to thrive in a diverse range of environments. I have recently completed a contract software development role with start-up Headphones.com and am now seeking a full-time software development or testing role.

I am based in Galway, Ireland and do not wish to relocate.


CONTACT ME


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PROJECTS


 headphones.science (Java REST API)

 [psychic-winner](#) (Flask REST API)

 teachings.io (UX / Experimental)

SEE MORE

 www.tadghwagstaff.com

 www.github.com/TadghW

SKILLS

Programming:

Java

Python

JavaScript ES6

REST APIs

Software Testing:

JUnit

Pytest

Selenium

Databases:

SQLite

SQLAlchemy

MongoDB

Firestore

Cloud Services:

GC Run

GC App Engine

Firebase

MongoDB Cloud

Industry tools:

Docker

Git + GitHub

Jenkins

Agile

WORK HISTORY

Contract Software Developer - Headphones.com

Contract | April 2022 - November 2022

I was hired at Headphones.com on merit of a web app for processing, visualisation, and analysis of acoustic datasets that I had developed for them in my capacity as a freelancer using **Java** and plain **JavaScript ES6**.

In my role at headphones.com I worked as part of the electro-acoustic R&D team and continued to develop that solution. I also began the development of a solution to automate manual transducer measurement processes and store the results remotely, using **Python**, **Firestore**, **VIRTINS MIA**, and **ActiveX automation**. As the sole developer of both projects, I architected, developed, and tested both solutions, trialled them with users, liaised with management and project stakeholders, and kept track of project progress.

In July of 2022 my contract was extended, and I was transferred to the website R&D team where I was involved with the creation of the new headphones.com e-commerce platform using **Shopify**, **Liquid**, **JavaScript**, and **CSS**. In this role I fixed bugs and built out functionality and website sections from designs as well as taking on small design tasks of my own. I greatly appreciated the opportunity to work with key ex-Shopify employees like Head of Design Kyle Peatt, Front End Lead Dominic McPhee, and Senior Product Developer Chris Lobay during my time with their R&D team.

Software Development Intern - Aró Digital Strategy

Internship | May 2018 - August 2019

As software development intern at Aró Digital Strategy I assisted the Web Build Team in assembling client websites during a crunch period, engaging in tasks like mapping existing website pages to new website pages with redirects and creating / curating content for new webpages.

Once the crunch period had subsided my contract was extended, and I lead two other employees in the development of a company-wide SharePoint intranet solution. In this role I **identified the key objectives** of the project, interviewed the project's key stakeholders, and lead efforts to **prototype solutions** informed by their complaints. I established the success of these solutions with follow-up **interviews** and adjusted solutions based on **user feedback**.

Following a personnel change in Aró's marketing team I was asked to stay on as a digital marketing and SEO executive, where I wrote SEO-optimised marketing material for client websites and analysed the SEO performance of client domains and pages.

Software Test Intern - Aró Digital Strategy

Internship | December 2014 - September 2015

During my 5th year Christmas break from December 2014 to January 2015, I worked with Aró Digital Strategy's back-end development team to create an **end-to-end test suite** for their content management system with **Selenium Webdriver**.

The test suite that I developed reduced the time that the development team spent manually testing their content management system. As the project's sole developer, I **liaised with the team lead to establish the technical requirements** of the project and list the tests which the team felt were needed to eliminate the most manual testing.

I **was asked back** to extend the project with new test cases over the summer of 2015, from June to September.

ACADEMIC HISTORY

Software Design and Development - University of Galway

Higher Diploma (Hons.) | September 2021 - September 2022

I recently graduated from the University of Galway's Software Design and Development Higher Diploma course with honours. Amongst the modules provided were modules on Java Programming, Enterprise Programming, Databases, and Computer Architecture and Operating Systems.

Acquiring this diploma improved my existing software development skills massively with a formal education in object-oriented programming and enterprise programming techniques. Other topics we covered included the software development lifecycle, software development methodologies, and software engineering.

As I took the diploma course I served as class representative, administered our class's shared online study resources, group chat, LinkedIn group, advocated for my classmates and helped students access social and academic resources.

Digital Culture - University of Galway

Master of Arts (Hons.) | Sept 2018 - Sept 2019

My master's degree in Digital Culture involved research and analysis of the applications of information technologies in a society at large. I studied how information technology intersects with our society, lifestyles, and the production and consumption of art in the digital age. As a digital native, software developer and historian I greatly enjoyed the opportunity to study technology's place in society and the unique utilities digital technology brings to our lives.

During the course I taught development classes for other students, helping them create websites and web applications in which to embody their research. For my thesis project I integrated another scholar's text translation and research into a user-friendly digital edition, employing user testing to inform application design choices. I wrote my thesis on user-focused design and usability. I presented a talk on the project and my thesis at the international conference *IMBAS* in 2018

History & English Literature - University of Galway

Bachelor of Arts (Hons.) | Sept 2015 - July 2018

Working on essays, theses, and presentations gave me the opportunity to develop my written and verbal communication skills enormously. I foundational research and analysis skills during my BA which serve me to this day. I took work as an editor for literary and technical copy during this period.

During my bachelor's degree I was a class representative for two years and was a long-term committee member of the University of Galway's Computer Society, where I taught seminars on building computers and servers.