

MEGHAN KEIGHTLEY

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PROFILE

Final-year BSc (Hons) Software Development student with experience developing mobile, web and full-stack applications using Java, Python, C#, SQL and REST APIs. Experienced in Agile team projects including an international Erasmus collaboration. Interested in software engineering, UI/UX and data-driven applications and seeking a graduate software development role.

TECHNICAL SKILLS

Languages	Swift, Java, Python, C#, JavaScript, C++, Kotlin, SQL
Frameworks & APIs	ASP.NET Core, React, Entity Framework, Git, REST APIs, Docker
Frontend & UX	HTML, CSS/SCSS, SwiftUI, UI/UX Design
Practices	Agile/Scrum, Testing, Debugging, Version Control

EDUCATION

Dundalk Institute of Technology (2022 – 2026)	BSc. Honours In Computing in Software Development (Level 8) Results Pending
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EXPERIENCE

European Project Semester (EPS), Antwerp, Belgium

Immersive Virtual Reality Experience Developer

Unity Game Developer & Designer | 6-Month Erasmus Semester

January 2025 – June 2025

- Developed a collaborative virtual reality experience in Unity using C# for the Meta Quest 3, leveraging the High Definition Render Pipeline (HDRP) to create high-fidelity visuals.
- Led UX design activities, including user journey planning, interface design and immersive interaction design.
- Sourced, integrated and optimized 3D assets to enhance environmental storytelling and performance with narrative elements to create an engaging user experience.
- Collaborated within a multidisciplinary international team, communicating technical concepts to non-developer stakeholders and contributing to project planning and delivery.

e.COAL Project - Lens, France

Full-Stack Developer - Erasmus+ Intensive Development Programme

February 2024

- Selected for an Erasmus+ intensive development programme, collaborating with an international team to develop a React-based online newspaper application.
- Implemented user features, article tagging and mobile-first interfaces while contributing to backend development using Laravel, Node.js and REST APIs.

PROJECTS

AI Mould Detection App – Final Year Group Thesis

“SPOREX” - Scrum Project Manager, Front-end Developer, UI/UX Designer Contributing to the development of *SPOREX*, a Mould detection mobile application that uses AI image recognition to identify mould presence in homes & public spaces built with Java/Kotlin in Android Studio.

- Leading the **front-end development**, focusing on creating a clean, responsive and user-friendly interface.
- Collaborated on system architecture and API integration between mobile frontend and backend services.
- Designer of responsive UI flows, improving usability and accessibility.
- Built Android front-end features in Java/Kotlin for a mobile mould-detection application using image-recognition integration.

Dublin Bikes iOS Redesign – Individual Project

Built with Swift, SwiftUI/UIKit, Core Data, REST API

Designed and developed an iOS application independently to improve the user experience of the Dublin Bikes booking and station-tracking platform.

- Integrated external bike station and availability data through REST APIs and displayed real-time station updates.
- Implemented local notifications to alert users about low bike availability, favourite stations, or return reminders with a focus on responsive mobile-first design and efficient navigation flows.
- Built logic to prioritise and surface nearby stations based on availability and user behaviour.

Style Recommendation API – Individual Project

Built a Style Recommendation API that recommends outfit items based on the weather by integrating with an ASOS product API enabling intelligent, real-time fashion suggestions with filter options.

- Designed RESTful endpoints and implemented filtering and ranking logic to process external product data from the ASOS API.
- Used SQL and Entity Framework to model and persist user and product data. Built and tested scalable backend functionality using version control and iterative development.

INTERESTS / SOCIETIES / WORK

Founder & Chairperson – *DKIT Fashion Society, Led **planning** and communication for society initiatives, balancing creative direction with logistics, **Member of** Google Society at DKIT*

Interests: *UI/UX Design, Software Development, Graphic Design, Marketing*

Work: *Retail Assistant at **Primark, 2+ Years***

Developed strong communication, time management in a fast-paced environment.