

Anna Burke

Mathematics
& Computer
Science Student

Anna Burke

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Skills

I am an excellent problem solver and consider myself adept at understanding systems and workflows. I am skilled at Number Theory, Geometry, Complex Analysis, and Group Theory among many other areas of mathematics. I mainly program in Java, I am also proficient in SageMath, SQL, and C. I have strong leadership, communication and event management skills.

Experience

Murex Advanced Technologies / Consultant Intern

June 2024 - December 2024, Ballsbridge, Dublin

I am currently working as a consultant in Murex Advanced Technologies. My role is very broad and involves analyzing systems and processes and making recommendations. I have helped to design new documentation for use both internally and by clients.

I also test features and bug fixes as well as analyze tickets as they come in and try to either find a helpful fix or direct them to the relevant teams.

SuperValu Hacketstown / Supervisor

April 2020 - June 2024, Hacketstown, Carlow

I worked as a cashier in my local SuperValu, but I was also given a supervisor role, including dealing with sensitive information and cash.

I provided customer service both directly and over the phone. I was known by customers and coworkers for my understanding of the many different pos systems implemented in the shop.

Maynooth University CS Department / Lab Demonstrator

September 2023 - April 2024, NUIM Kildare

I worked in the computer science teaching labs in my university, supporting students from a variety of modules. My main responsibilities were helping students with their understanding of computer science concepts, debugging code and liaising between students and faculty.

Education

BSc Mathematics & Computer Science/ NUI Maynooth

September 2019 - May 2024, Maynooth, Kildare

I am completing the fourth year of my Mathematics and Computer Science degree on a part time basis. I am projected to achieve a 2.1 and will graduate in 2025.

Projects

Virtual Corkboard

I am currently working on my final year project which is building a corkboard/moodboard in VR using Unity.

References available on request.