

Sam McAulay

Software Developer, heading into AI & Security

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SUMMARY

Final-year software student at TUS, graduating in 2027, on the Dean's Honours List and on course for a first. I build and run live services for a 35,000-member gaming community, I led and delivered an AR AI museum guide for a client, and my thesis measures whether AI helps phishers or spam filters more. I'm looking for developer roles, especially in AI and security.

EXPERIENCE

Infrastructure and tooling

2026 – Present

The Employed Gamers (TEG) community

- Host and run the Warcon admin panel for six Wardogs game servers on a Linux VPS, in Docker, behind a Cloudflare tunnel and Cloudflare Access.
- Built the public stats site (stats.tegwardogs.fyi) in Next.js: server status, player profiles, match history and leaderboards, read from Warcon's API with a view-only key.
- Built six Discord status bots that show each server's live player count, faction scores and join code.
- Built a moderation log bot that alerts staff to watched players, kill rates far above a player's own record, team kills, kicks and bans.
- Built Janguard, a Discord bot and Express server for VIP management, with Steam sign-in, staff verification and PostgreSQL through Prisma.
- These services reach 35,000+ Discord members and 20,000+ in-game players.

Lead Software Developer

Jan 2026 – May 2026

Khora, remote placement

- Led and delivered a full-stack AR AI museum guide as the only developer, meeting tight deadlines and client expectations.
- Designed the architecture from scratch: a Unity AR app that recognises exhibits, and a Node.js and PostgreSQL backend that answers spoken questions through Google's Gemini models, with live two-way voice over WebSockets.
- Kept API keys off the device and cached spoken answers per exhibit to cut repeat model calls.
- Ran client meetings to gather requirements and give technical insight.
- Deployed to production through a CI/CD pipeline and gave live demos to the client.

Lead Game Developer, Moonhaul

2025

Games Fleadh 2025

- Lead game developer on a team building a physics-based split-screen couch co-op game in Unity, with custom physics and shader meshes.
- Won Best Gameplay, Best Use of a Physics Engine and Best Soundtrack.

Hackathon team member

2025

Hackathon Athlone 2025

- Built Space VR Explorer, a VR simulation of asteroid impacts using NASA data, in Unity and C#.

Crew Member

Apr 2025 – Aug 2025

McDonald's, Athlone

- Served a high volume of customers quickly and accurately, handling cash and orders and keeping a balanced drawer.
- Monitored stock levels and communicated needs to the management team.
- Recognised by management for customer service and teamwork.

Volunteer, Special Needs Childcare
Birr, Co. Offaly

Jan 2023 – Present

- Support children with developmental and learning disabilities, with communication strategies built around each child.
- Use knowledge of neurodiversity to build strong relationships, keep a positive environment and prevent overstimulation.

EDUCATION

BSc (Hons) Software Design with Virtual Reality and Gaming 2023 – 2027
Technological University of the Shannon, Athlone

- Dean's Honours List, and on course for a first-class honours degree.
- Final-year thesis, "Phisher vs Filter": measuring whether AI helps phishing attackers or spam filters more, with attackers and defenders at four levels from hand-written rules to a local LLM. Approved by my supervisor; in progress.
- Student council participation, and work presented at campus open days.

**SELECTED
PROJECTS**

The Jantleman Bot. A reputation database Discord bot serving 50,000+ users, with its own website and admin dashboard. Python, SQLite.

Flicker Bot. A do-it-all Discord bot with games, an economy and tickets, serving 100+ users, plus a web dashboard. Python, SQLite.

Math Game Web App. Team project: a C++ backend with Crow, shipped through CI/CD with Docker.

Battleship. Team project: multiplayer battleship over LAN and WAN in C++ with SFML. More, with write-ups and code, at sammcaulay.dev.

SKILLS

Languages: C, C++, C#, Java, Python, Lua, JavaScript, TypeScript, SQL, HTML, CSS, Bash

Engines and libraries: Unity, Unreal, Godot, SFML, Node.js, Next.js, React, Express, discord.js, Prisma, PostgreSQL, SQLite, Gemini API

Tooling and systems: Git, Docker, Cloudflare, Jenkins, CMake, AWS, Linux (Arch, Debian, Ubuntu), FreeBSD, Windows

Certified: Microsoft Office, GMetrix, 2024

Professional: leadership and collaboration, client communication, time management

INTERESTS

Perfumery. I have made several prototype perfumes.

Physical music. A broad collection of CDs and vinyl records.

Computer hardware. I have built machines and home servers for friends and family.

Watches and fashion. Helped create a web landing page for luxury watch launches.

REFERENCES

Available on request.