

# EOIN TOLSTER

## SENIOR SOFTWARE ENGINEER

### PROFESSIONAL ASPIRATIONS

- o I am in pursuit of a position that appreciates and nurtures creativity, where I can immerse myself in the latest advancements in technology. My ideal role offers the autonomy to innovate and the resources to work with cutting-edge tools in augmented reality, virtual reality, and large language models. I value environments that encourage independent thought recognizing the unique contributions of their team members. Through collaboration or solitary endeavour, my goal is to push the boundaries of what's possible, delivering solutions that resonate with users and stand out in the tech landscape

### ABOUT

- o An accomplished software engineer with a passion for advancing the frontier of interactive technologies. I am the creator of Bunkerdox.com, a platform at the intersection of AI in vector tables for Retrieval augmented generation. My work exemplifies my proficiency in developing robust AI tools and translating complex data into actionable insights.
- o In addition, my portfolio at [www.theoin.com](http://www.theoin.com) highlights my extensive experience with AR, VR, and GPS innovations, underpinned by a solid foundation in Javascript and Android development. These projects demonstrate my capability to deliver immersive experiences and navigate the complexities of geospatial technology integration.

0435 689 818

[eoin.tolster.et@gmail.com](mailto:eoin.tolster.et@gmail.com)

Melbourne, VIC

[WWW.LINKEDIN.COM/IN/EOIN-TOLSTER-2290B6221](http://WWW.LINKEDIN.COM/IN/EOIN-TOLSTER-2290B6221)

### EXPERIENCE

#### Applications Specialist

*Trimble Ltd | Christchurch, New Zealand | Nov 2021 – Aug 2023*

I have a genuine affinity for high-tech and cutting-edge technologies. Collaborating with teams at Trimble has afforded me the opportunity to be involved in the development of truly innovative solutions. It's been a privilege to contribute to these processes, from conception through to testing, and to witness the collective effort yield such effective results. This journey has been a remarkable learning experience and a highlight of my professional career

- Created various communications tools in different environments with company specific data, for training purposes
- Overseas field testing and research - Halow on advanced survey equipment
- Virtual reality project, Point Cloud Experiences
- Augmented reality project, GPS integration for outside data capture
- Unity, implementation of VR/AR/XR and android apps
- Android app integration with OpenAI
- Android app for facilitation of data communication with HoloLens and R12 GPS Receiver
- Artificial Intelligence Research - Stable diffusion and OpenAI app integration
- Led a team in the development of "Nimble Trimble," a new product currently being adopted company wide.
- Radio spectrum analysis - Spectrum Analyzer and Faraday cage testing

## SKILLS

- o Unity development, Full stack development, and life cycle management.
- o Proficient in C#, Nodejs, React, Python, VR, AR, and Generative AI, as well as GNSS usage.
- o Well-versed in software tools including HTML, JavaScript, CSS, Backbone, JQuery, and Django
- o Skilled in designing unit tests to evaluate the effectiveness of software programs, backend services, and user interfaces.
- o Exceptional problem-solving abilities, employing creative and long-term strategic solutions to overcome glitches.

## EDUCATION

### **Bachelor's Degree in Digital Software System Engineering**

Galway Mayo Institute of Technology  
Ireland  
2001 – 2006

### **Software Engineer**

*Precision Tracking Ltd | Christchurch, NZ | Jan 2015 – Jul 2021*

- Have worked with many people and companies delivering support and developing processes to relieve technical debt.
- Our system is in continuous flux and my requirements have drastically changed over the years to the point I have acquired
- Field knowledge in various areas, including, Python, JAVA, C, HTML5, SQL, POSTGRESQL, QGIS, LINUX, FileZilla, Digital Ocean Cloud.
- Demonstrated expertise in JAVASCRIPT, NODEJS, REACT.js, EXPRESS.js, HTTP sockets, Cordova and Phonegap.

### **Customer Support Engineer**

*Tait Communication | Christchurch, NZ | June 2008 – December 2014*

- Handled responsibilities as a Field Engineer, Customer Support Representative, and Trainor.
- Worked collaboratively in teams and served as a team leader, playing a vital role in the development, delivery, and operation of advanced radio infrastructure for both domestic and international public and private companies.
- Developed software for the team as a Trainer, reigniting a passion for Software Engineering.

#### *successes at Tait Communication:*

- Developed the first Native Android App.
- Created 3D modelling content and videos.
- Designed a networked exam sheet running on a local server, utilising MongoDB for asynchronous teaching and testing.
- Gained experience in working with Linux and networked systems, including hardware from various companies such as Harris, Siemens, Motorola, and British Telecom