Violet Browne

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- BSc student in Immersive Software Engineering at the University of Limerick
- Eight years of freelance development experience across computer vision, data science, and embedded programming projects
- Three internships completed in Python language tooling, AI, robotics, and full-stack web

Experience

Stripe
Jun – Aug 2025

Engineering Intern
Refactored in-house Python dependency management tooling to enable 6x performance gains, remove a dependency on networked compute, and greatly simplify the architecture involved.

Analog Devices
Sept - Dec 2024

Industrial Automation Intern
Developed robotics demos surrounding Analog's ToF (Time of Flight) technologies. Embedded OpenAI's CLIP model for real-time one-shot object identification, and created a software stack to perform alignment between a depth/RGB camera pair.

Intercom
Jun - Aug 2024

Engineering Intern
Worked to deliver features & product quality assurance on Fin Actions (a core pillar of Intercom's second-generation AI agent). Helped shape future methodologies on product quality via participation in a working group.

Computer Vision Engineer
2023

Developed an end-to-end pipeline to automatically compute and track a camera solve over sideline footage of a football match and rectify it to a top-down view. Implemented using Python, OpenCV, & NumPy.

State Examination Attendant
2022

Provided support to ensure the smooth running of the 2022 Junior & Leaving Certificate examinations.

Data Scientist
2021

Researched and implemented a pipeline to extract key game metrics from video footage of football matches for a UK-based

sports analytics startup. The pipeline now forms the basis of their core commercial offering.

Third-Level Tutoring
2020

Assisted a student struggling to complete a university-level programming module through a mixture of explaining concepts, and practical exercises, ultimately leading to them securing the grade they wanted.

M1 Payments Dojo
2016 - 2020

Attendee / Developer

Backend lead on BePaySmart.org – a website that aimed to teach people about emerging financial payments technologies (such as contactless payments, and cryptocurrencies). Also worked on CarShare, an app to allow commuters to find people in their area travelling to a similar destination, with the aim of reducing carbon emissions.

Education

Third level: BSc in Immersive Software Engineering, University of Limerick. Current QCA: 3.95
2023 – present

Achievements / Interests

NDRC Startup Sprint
2025

Attendee

Fleshed out and pitched AutoBooker: a service designed to alleviate months-long driving test wait times by making the cancellation list more accessible. Gathered direction from mentors and accumulated a beta testing waitlist. Planned & explored the process of upgrading our functional MVP into a shippable product.

Physics
n.d.

Long time self-studied interest. Participated in a Dublin City University Transition Year programme covering an altered version of their first-year physics course.

BT Young Scientist and Technology Exhibition
2019 - 2020

Exhibitor

Created & exhibited SentiNet – a machine-learning based approach to maintaining positive mental health within organizations through long-term anonymous emotion monitoring.