# Evan Byrne

## MSc Computer Science, Dublin Ireland

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## Full-Stack Engineer

Innovative software engineer leveraging unique psychology background to craft user-centric applications. Excels in full-stack development, machine learning, and cloud deployment. Spearheaded projects combining React, Spring Boot, and AWS. Passionate about data-driven solutions and emerging technologies. Eager to apply interdisciplinary skills to solve complex engineering challenges.

## Education

**National College Ireland** **Sep 2020 – May 2023**

*Bachelors of Arts (Hons) in Psychology* *Dublin*

**Relevant Courses:** Applied Statistics, Cyberpsychology, Learning and Behaviour, Research Skills, Social Psychology, Cognitive Psychology

**University College Dublin** **Sep 2023 – Dec 2024**

*Masters of Science in Computer Science* *Dublin*

**Relevant Courses:** Operating Systems, Python OOP, Java Programming, Software Engineering, Data Analytics, Data Structures & Algorithms, Network Systems

## Technical Skills

**Languages:** Python, Java, SQL, HTML5, CSS, JavaScript, Go, TypeScript

**Developer Tools:** Postman, Git, Pytest, JUnit, Vitest

**Libraries/Frameworks:** AWS, ReactJS, PostgreSQL, Spring Boot, NodeJS, Docker, TailwindCSS, Scikit-learn, TensorFlow, Vite, Pandas

**Databases:** PostgreSQL, MySQL

## Work Experience

**Construction Industry SaaS Startup - Stealth Startup - Freelance** **2024 - Present**

*Founding Full-Stack Engineer* *Remote*

- Serving as a founding full-stack engineer, developing a SaaS application to facilitate collaboration between clients and builders in the construction industry
- Leading development from zero to MVP stage, focusing on core features and user experience.
- Collaborating with a UX designer to create an intuitive frontend using **React** and modern component libraries, ensuring seamless integration with backend services in **Django** and enhancing user experience for both clients and builders
- Establishing a robust DevOps pipeline by containerizing the application with **Docker**, and orchestrating deployment, leveraging **Hetzner Cloud** for scalable cloud infrastructure, significantly improving system reliability and deployment efficiency

## Projects

**Anseo** | *Website* **ReactTS | Spring Boot | PostgreSQL | Docker | TailwindCSS | FastAPI**

- Worked in a team of 6 to engineer a machine learning-powered product to help entrepreneurs find optimal business locations in New York, resulting in improved decision-making for new business setups
- Developed **real-time** rental data integration using **Python**, **PostgreSQL**, and web crawling, leading to a responsive **ReactTS** and **TailwindCSS** user interface with up-to-date information
- Implemented **Docker** containerization for **ReactTS** frontend, **Spring Boot** backend, and **FastAPI** ML endpoints, enabling seamless deployment on AWS and improving scalability

**Dublin Bikes** | *Source Code* **Python | JavaScript | CSS | HTML | Flask | TensorFlow**

- Engineered a Dublin-based bike station predictor and route planner using JavaScript and Flask, resulting in an intuitive user interface with Python backend integration

- Led backend development in a three-person team, architecting **Flask-based Python** services and coordinating with frontend and UI/UX teams to ensure seamless integration
- Implemented data scraping from open-source **APIs** and developed **TensorFlow** neural network models, enabling accurate bike availability predictions based on historical data

**Captain Carbon** | *Source Code* **Java** | **LibGDX**

- Developed a **2D** educational game about carbon emissions using **Java** and **LibGDX**, creating an engaging learning experience for young children
- **Collaborated** in a five-person team to manage all aspects of game development, demonstrating strong teamwork and project management skills
- Designed an innovative progression system based on psychological principles, resulting in increased player engagement and publication in the **IEEE ITSC2024** conference