

EVAN BYRNE
MSC COMPUTER SCIENCE, DUBLIN IRELAND

+353 892411156 evanbyrnegcareer@gmail.com [linkedin.com/in/evan-byrne-14759129b/](https://www.linkedin.com/in/evan-byrne-14759129b/) github.com/0venburn

evan-byrne-site.vercel.app

Software Engineer — Data Scientist

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 ReactTS, 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, Pytorch, Tensorflow, ExpressJS, Pandas, Matplotlib, Vite, NextJS

Databases: Postgres, MongoDB, MySQL

Projects

Anseo | Website

ReactTS | SpringBoot | 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.