

# Alan Byrne

## Computing ◦ Software Development Graduate

+353 (0)85 214 7474 | [alanjohnbarnesbyrne@gmail.ie](mailto:alanjohnbarnesbyrne@gmail.ie) | Walkinstown, Dublin Ireland | [LinkedIn](#) | [Portfolio](#)

### Professional Summary

Enthusiastic tech innovator with a passion for elegant solutions to complex problems. Committed to continuous learning and staying ahead of emerging trends. Thrives in collaborative environments and approaches challenges with analytical rigor.

### Education & Qualifications

#### BSc Computing with Software Development:

GPA 3.96 / 4.0

September 2020 – May 2024

#### 4th Year Modules:

|                                      |   |   |    |
|--------------------------------------|---|---|----|
| Final Year Project Thesis            | A | Algorithms & Computation                        | A  |
| Computational Theory                 | A | Enterprise Performance Architecture             | A  |
| Enterprise Application Development 1 | A | Enterprise Application Development 2            | A  |
| Applied Machine Learning             | A | Applied Artificial Intelligence & Deep Learning | A  |
| Interactive Media Design             | A | Information Management                          | B+ |

### Significant Projects Undertaken

#### 4th Year Thesis:

Jira-Collab, an android project management app built for IBM using the Ionic-Angular Framework

- Issue Creation, Deletion.
- Scrum & KanBan Project Management.
- Task Collaboration Via Issue Commenting.
- Firebase's Firestore, Real-time Issue Related Chat Messaging.
- Issue Assignee Reassignment.
- Team Progress Tracking.
- Issue Progress Updates.
- Firebase Push Notifications For Issue Updates & Chats.

#### 2nd Year Project:

Collaborated on a second-year, three-person Django-based game selling web-platform.

- Game Purchasing.
- Rating & Commenting.
- User Profile Customization.
- Admin Controls.
- Timed Vouchers.
- Purchasing Statistics with Graphical Analysis.

### IT Skills

- Programming:** ➤ Python, Java, C#, C++, Typescript, JavaScript, Rust, Lua.
- Web & Mobile:** ➤ HTML5, CSS, Angular, Ionic.
- Databases:** ➤ SQL (Oracle 11G), .NET for schema design.
- Data Science:** ➤ Python libraries (Pandas, Numpy, Scikit-Learn), Streamlit for visualization.
- Cloud & DevOps:** ➤ Azure, GitHub, Git, GCP (Cloud Functions, Cloud Run, Firestore).
- AI/ML/DL:** ➤ WSL2, Jupyter, NVIDIA CUDA, Tensorflow.
- Other:** ➤ UML, Windows/Linux automation, Network Design (Packet Tracer), NeoVim.

### Work Experience ◦ GridBeyond

#### About Company:

[GridBeyond](#) is an energy aggregator providing AI energy management solutions.

#### IT Summer Internship

May 2022 – September 2022

#### Responsibilities:

- Migrating the company's current IT change management system from a Microsoft PowerApp to a service desk application called Freshservice.
- Developing Solar PV Forecasting capabilities using Python for a Portuguese Energy Utility company, one of GridBeyond's investors, Energies de Portugal.

#### College Work Placement

Jan 2023 – August 2023

#### Responsibilities:

- Worked on projects requiring skills ranging across both Data Science and Engineering.
- Providing support on current and past pythonic projects built by others and myself.
- Building projects helping automate repetitive tasks undertaken by people outside of IT.
- Optimized the National Grid Data Pipeline, achieving 100% uptime, improving system reliability.

### Achievements

#### Professional:

- [Certificate for JavaScript Course](#)
- [Certificate for C# Course](#)
- [Certificate for HTML, CSS, and JavaScript For Web Developers](#)
- [Certificate of Excellence - Cloud Computing Competition 2022](#)
- [Certificate for Fundamentals of Deep Learning by NVIDIA](#)