Daniel Portela Byrne

https://www.linkedin.com/in/daniel-portela-byrne-2463851b2/
https://danielportelabyrne.github.io/daniel-portela-byrne-portfolio
39 Sweetmount Avenue, Dundrum, Dublin
+353 87 384 8530
danielportelabyrne@gmail.com

Education: Bachelor's of Computer Science, University College Dublin - Graduated with 2:1 - 5 A's 5 B's 1 C

Skills

- Proficient in React/React-Native, Node.js, HTML, CSS,, Git, Java, C#, Javascript/Typescript, SQL, Agile, and graphic design.
- Strong problem-solving and troubleshooting skills, with an ability to work well under pressure and in a fast-paced environment.

Work Experience

Sr Associate Software Engineer, Workday, Dublin, Ireland, June 2023 – Present

- Developed financial reporting tools, and designed user interfaces using Workday's proprietary language and libraries.
- Collaborated with UI designers and document writers to optimise the user experience, incorporating user feedback to refine UI elements for better usability.
- Streamlined user workflows to simplify complex tasks and conducted performance testing while handling XML/JSON data formats.
- Utilised a proprietary Java-based OOP language and version control systems, applying Agile and Scrum practices, including bi-weekly sprints.
- Led knowledge-sharing sessions and managed value slices to completion before customer release.

Production Support Engineer, Bank of America, Dublin, Ireland, July 2022 – June 2023

- Participated in incident management and resolution processes, ensuring minimal downtime for critical systems.
- Provided on-call support and troubleshooting for critical systems outside of regular business hours.
- Managed job schedulers and automated manual jobs using Linux/Unix and Bash scripting.

Tech Analyst Intern, Bank of America, Dublin, Ireland, March 2021 – Sep 2021

- Automated manual jobs and monitored job schedulers using Linux/Unix and Bash.
- Supported senior analysts in managing technical issues and implementing solutions.

Graphic Designer, Photoshop for Hire – Owner, Dublin, Ireland, April 2020 – Present

- Design and create visual elements such as logos, restaurant menus, advertisements, images, illustrations, icons, infographics etc
- Create wireframes and mock-ups using design software such as Adobe Photoshop and Figma.

Projects

Planning Poker Pointing Web App - *React.js, Node.js, Express.js, CSS*

- Developed a web application for planning poker pointing with real-time collaboration features and a user-friendly interface
- Applied best practices in full-stack development to ensure robust and efficient performance.

Party Game App Development - *Typescript/JavaScript, React/React-Native*

- Developed a cross-platform social game app using React-Native and TypeScript, incorporating innovative gameplay features.
- Planned scalability of the app to integrate with a web application written in React.js.

Voice Controlled VR Visualisation of Social Networks - *C# scripting, Unity 3D development*

- Developed a 3D virtual reality app for displaying social network graphs in VR.
- Implemented voice control features for interactive graph manipulation.

Hobbies

- 2nd Dan black belt in Taekwondo
- Lifesaving swimming instructor
- Playing guitar for 9 years