DECLAN KEHOE

CONTACT

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EDUCATION

BSc Human Computer Interaction: 1st Class Hons
University of Manchester

Received **professor's prize** for outstanding academic achievement in 3rd year

SKILLS

UX: Research-based attitude developed in qualitative and quantitative methods studied during degree

HCI: Study of cognition, psychology, biology, and anthropology gave insight of humanistic elements in tech

Software Engineering: Full-stack development in multiple tech ecosystems

Agile: Used professionally, including user-stories, iterations, and task boards

Communication: From a background in the arts through to stakeholder presentations

EXPERTISE

Langauges: Java, R, bash, HTML|CSS, JS|TS in many frameworks, python, markdown|LaTeX

Software: Most IDEs, RStudio, git, docker, trello, CI/CD, Unity (C#), GMS (GML)

Design Packages: Sketch, Figma, Final Cut Pro, Logic, Unity, GameMaker

PROFILE

I started as a strong communicator, collaborator, and creative thinker from a background in the arts, then went to uni as a mature student to develop harder skills in software engineering. I chose to switch from a pure computer science to a human computer interaction degree, due to my curiosity as to how people actually use the technology we create. Alongside psychology, biology, and anthropology, studying UX became my focus, as it employs all those disciplines to develop deeper understandings. For the same reason I'm fascinated by everything 'games'. To me, they are the gestalt of all my interests; predicated on understanding how people tick, artistically combining software and hardware to connect with others, and abstracting the most incredible technology into personal, emotional experiences.

EXPERIENCE

Research Assistant, University of Manchester | 2021-Present
Creating, converting, and updating teaching materials for flexible learning, as part of Office for Student's national LLE trial. The role requires deep understanding of the materials which cover UX, software engineering, and agile practises. This knowledge is then applied through multiple technologies: R and Rmd in RStudio, bash scripting and docker images for builds, and gitlab pipelines for CI/CD. Qualitative assessments are continuously conducted to determine the effectiveness of solutions, with more methodologies to be employed when the trial with students runs later this year.

BA and Developer, Imago Software | 2021
Worked on both UX/UI and developing the complete tech stack for an online toolkit framework that helps charities forced online by the pandemic continue connecting with service users. I worked on UI design and UX prototyping in Figma and on paper, and conducted regular stakeholder feedback sessions. The tech goals required front and back end development work, but as BA I also worked with the customers to co-discover what was most valuable for them. I created and presented designs and prototypes for feedback and discussion, worked iteratively and incrementally to develop the best solutions possible, while always facilitating dialogue and understanding across the teams.

DISSERTATION PROJECT

Solo-developed Generative Music Application
App architecture, development in Processing, technical reports, and user feedback sessions were all self-led. As the focus was UX, semi-structured interviews and a phenomenological analytical approach were used to draw out themes which formed the basis of assessment regarding the project's successes and limitations.

Examples on other work available at declankehoe.co.uk/work