Aidan Byrne

https://aidanbyrne.tech
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I am a full stack web developer who enjoys working on projects from large CMS monoliths and distributed microservices to small independent sites.

- HTML5 & CSS3/SCSS
- Javascript - NodeJS, VueJS, JQuery
- PHP/Laravel & SQL
- Git, Bash & Linux Server Management

Work History

Kytschi – Contract – Software developer
March 2021 – April 2021

Worked in a small team with a senior developer & designer to build a large-scale CRM with a VueJS front end and a PHP Lumen microservice back end.

Created the user interface from a set of design boards, and interfaced with the API via AXIOS requests.

Contributed towards architectural decisions, including the decision to use a WebSocket bastion server acting as a secure single point of access for our microservice's APIs.

Effective Publishing – Contract – Lead developer
February 2021 – March 2021
https://leedstechmap.com

Created a tech map for a conference in Leeds which shows tech companies in the region and information on each of them.

From a design of the map, took the project through all stages of the SLDC including planning, development, database administration and deployment.

Developed with VueJs and SVG animations on the front end, and a NodeJs Express server integrating with a MySQL database on the backend.

Tritility Ltd – Apprentice Software developer
December 2019 – February 2021

Level three apprenticeship at Tritility, maintaining a legacy CRM built in procedural PHP, and porting it over to VueJS-Lumen/Laravel microservices, and then to a VueJS-Laravel monolith as the company decided to change direction.

- Liaised with the sales team to identify and fix reported bugs in our legacy system.
- Worked with the senior developers to add functionality and automated tests to the new system.
- Generated ad hoc SQL reports for the directors.

Volunteer experience

- Appointed County Mental Health Advisor for Northumberland Scouts. Involves working closely with both members of the county and external mental health professionals to develop new mental health training which will be used in scouting nationally.
- Executive committee for the Newcastle Gang Show. Assisting with the management of the show, including, fundraising, and safeguarding.

Education

Level Three Software Development Apprenticeship – Merit – QA Apprenticeships

- A-Levels: Computer Science, Mathematics, Further Maths
- 11 GCSE's - including: Computer Science (B), Mathematics (8 – equivalent to A*), Further Maths (A)
- Trained First Aider, Trained Mental Health First Aider

Notable Projects

Tritility - Laravel – Data import

Designed a program to take in multiple excel files with information about a client's electric/gas meters and upload it to a database. Involved splitting the flat file across multiple related tables to eliminate the redundancy that existed in the excel files. Saved the cost of a full-time data entry assistant for the company. Written in Laravel.

Apprenticeship - HTML5 Canvas– Maze game
https://qamaze.aidanbyrne.tech

Built an HTML5 Canvas game with randomly generated a maze for every game, using a recursive backtracker algorithm.

Personal

Ongoing project to build a websockets based, real-time, multiplayer board game called "The Pirate Game" with VueJS and Node. Working on implementing a singleton-based queue system to allow the server to handle multiple concurrent requests from users in the same game.