Aidan Byrne

https://aidanbyrne.tech
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I am a full stack web developer with a passion for developing high-quality, well-designed systems. My main language is currently JavaScript; however, I use whichever language/tool is most suitable for each project

- HTML5 & CSS3/SCSS
- Javascript - NodeJs, ReactJs, VueJS
- MongoDb, SQL
- Git, Linux Server Management, Azure DevOps

Work History

Unumbox – Lead developer
March 2022 – Current

Lead an external team to develop our E-Learning platform. Spearheaded major reworks of the most critical sections of our system, drastically reducing time spent on maintenance and allowing for future scalability/expansion.
Worked with the senior developer to handle architectural decisions and plan the implementation of new features. Assisted the team with their own development and ensured good code quality by implementing a code review process.

Unumbox – Software developer
June 2021 – March 2022

Worked with a small team of mid/junior level developers working on multiple projects in ReactJs and NodeJs, using MongoDb and Azure.

Maintained and expanded a custom E-learning platform, improved code quality by converting to TypeScript, setting clear standards and refactoring some of the old sections of the system.

Improved development practices by implementing CICD with GitHub Actions and Azure and setting up a Kanban board to manage our tickets.

Kytschi – Contract – Software developer
March 2021 – June 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, interfaced with the API via AXIOS requests, and contributed towards architectural decisions

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

Created a tech map for a conference in Leeds showing 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.

As part of my apprenticeship assessments, I developed a maze game built with HTML5 canvas, and a recursive backtracker algorithm to generate a new maze each time.
https://qamaze.aidanbyrne.tech

Volunteer experience

- 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, raise awareness, and develop resources.
- Executive committee member for both Newcastle district and Newcastle Gang Show. Assisting with the management of the district/show, including, fundraising applications, and dealing with safeguarding issues.

Qualifications

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, Trained archery instructor