

Ger Byrne

gerbyrne.com

I am a recent graduate in Computer Science who seeks an opportunity to work in the area of Web and Software development. Previously I have gained invaluable work experience in the Hotel and Catering sector but now I wish to pursue a career path in Information Technology. I have always held a passionate interest in this field and I am confident and competent in the development and application of software and web technologies.

I believe I am a loyal, hardworking individual who possesses excellent problem solving and teamwork skills who also has the ability to work well under pressure and meet deadlines. These are some of the qualities that I have attained throughout my previous career as a Chef and improved upon during my studies in Computer Science and recent technical work experience.

EDUCATION

2010 - 14 Institute of Technology Blanchardstown.

Award: Bachelor of Science (Honours) in Computing.

Class: Second Class Honours Grade 1

Modules included: Intelligent Computing, Enterprise & Cloud Computing, Java & Object Oriented programming, Web Development, Databases, Design Patterns, High Performance Computing, Text & Data mining, Networking, Computer & IT Mathematics, Multimedia, Operating Systems, Computer Architecture, Computer Graphics, Research & Project Skills.

2:1 grade awarded.

2008 - 10 **F.I.T.** Colaiste Ide, Finglas.

*Awards: Computer and Network Maintenance FETAC Level 5,
CompTIA A+ and CompTIA Network+ certified technician, ECDL.*

Modules included: System Maintenance, Communications, Hardware Essentials, Network Essentials, Web Authoring, Customer Service, Computer Applications and I.T. Skills.

SKILLS

- Capable of working on a variety of platforms such as Windows, Linux and VMware.
- Experience working with technologies and frameworks such as Java, PHP, SQL, HTML, CSS, LESS, JavaScript, AngularJS, Node.js, jQuery, Jasmine and Bootstrap.
- Experience in the use of IDEs, Text editors and tools such as Eclipse, MS Expression, Brackets, Sublime Text, JIRA, Git, Grunt, Bitbucket, SourceTree and Agile project management.
- Proficient and confident in the use and repair of computer and hardware components.
- Experience with CompTIA and Cisco standards.

TECHNICAL WORK EXPERIENCE

- Sept 15 - Present* **IBM.** Technology Campus, Damastown, D15. *Position:* Infrastructure Specialist.
Duties: Backup & recovery management in Global Technology Services.
- May 15 - Aug 15* **Houghton Mifflin Harcourt.** 152-160 Pearse St, D2. *Position:* UI Engineer (Intern).
Duties: Testing AngularJS with Karma, Jasmine and PhantomJS for the development of an application titled HMH One. Core technologies and frameworks used were HTML, CSS, Less, JavaScript, AngularJS, Bootstrap, Node.js and Bower among others. Tasks or stories, story bugs or defects would be acquired from the current Agile Sprint through JIRA, the project tracking system. Other dev tools used included Git, Grunt, Bamboo, BitBucket and SourceTree. As alluded to, this development process was conducted and managed in an Agile environment which included daily stand-ups, bi-weekly lengthy sprint reviews and next sprint grooming sessions.
- Sept 09 - July 10* **Camara Education.** Chapelizod Industrial Estate. *Position:* Placement/Volunteer.
Duties: Repairing and upgrading of donated PCs and Laptops for educational purposes in Africa.

PROJECTS

Project/Thesis: (*Investigation into the Extent and Limitations of Web App Dynamism and Interaction*)

- Involved a study of contemporary web apps through technologies such as HTML5, CSS3 and JavaScript.
- A cross-browser desktop and mobile web app was implemented.
- These relevant technologies and their associated APIs were tested to discover if they truly could provide a valid alternative to native apps.
- The DOM, jQuery and PhoneGap were also utilized to investigate these comparisons.

Group Project: (*Premier Games Predictor*)

- A web app was developed which provided forecasts on upcoming Premier League football fixtures.
- For a high degree of accuracy a formula, commonly used for chess tournaments, known as the Elo rating system was implemented.
- The Elo rating algorithm which was amended to include various attributes and weights associated with football was first implemented in Java code before it was then recoded in PHP for better incorporation into the web app.
- HTML5, CSS, PHP, SQL, JavaScript, jQuery, the DOM, Java and UML were utilised here.

For more detailed information please visit gerbyrne.com.