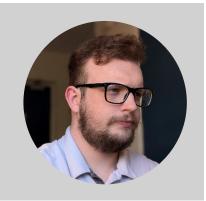# Liam Broadway

Motivated and self-driven developer with a foundation in JavaScript and modern web technologies. Completed a final year project in the MERN stack. 13+ years of professional graphic design experience to deliver intuitive, high-quality user interfaces. I bring a unique blend of creative and technical skills to every project. Currently seeking a developer role where I can make immediate contributions while continuing to grow and learn new technologies.

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Work Experience

Graphic Designer *August 2023 to Present*

Mid Antrim Signs, Ballymena, UK

Designing custom signage and logos for clients using FlexiSign and Adobe Creative Suite (Photoshop, Illustrator), combining technical precision with creative flair. Spearheaded the development and launch of an internal job tracking system using Microsoft Access to streamline workflow and improve operational visibility. Regularly liaised with customers both in-person and via email to gather requirements, guide design decisions, and ensure project satisfaction.

Stock Control Assistant *May 2021 to August 2023*

Tesco Superstore, Portstewart, UK

Adaptable team member supporting multiple departments, including checkouts, fresh produce, and grocery. Responsibilities included cash handling, customer service, inventory management, and delivery administration (stock receipt and verification). Ensured accurate shelf restocking and date rotation, including identifying and processing reductions. Provided guidance to both new and existing colleagues on using PDA technology for stock control and task management.

Education

First Class Honours – BSc (Hons) Interactive Computing *Sept 2024 to July 2025*

Modules Studied: Non-Relational Database Development (COM517), Full-Stack Strategies and Development (COM661), Computing Project (COM668), Interactive Computer Graphics (COM676), Natural and Intelligent User Interfaces (COM685).

Level 4 – Certificate of Higher Education in Design and Innovation *October 2022 to July 2023*

Modules Studied: Design Thinking U101.

Diploma of Higher Education – BSc (Hons) Interactive Computing *Sept 2019 to May 2022*

Modules Studied: Programming 1 (COM101) – 80%, Database Systems (COM106) – 76%, Interactive Web Authoring (COM109) – 82%, Systems Software (COM117) – 82%, Computer Technology (COM140) – 67%, Programming II JavaScript (COM149) – 89%, Human Computer Interaction (CMP300) – 63%, Computer Networks (CMP301) – 64%, Dynamic Web Authoring (CMP302) – 80%, Systems Security (COM398) – 72%, Web Application Development (COM431) – 88%, Software Development Practice (COM435) – 70%.

Achievements

Freelance Mobile App Prototype Development *April 2021*

Commissioned to develop a cross-platform mobile app displaying live IP camera streams for surfing locations across Northern Ireland. Gained practical experience with Kotlin, Swift 5 (Xcode), and the MapBox API for location-based features. Although the project was eventually discontinued, it strengthened my skills in mobile development and API integration.

Bazaarvoice Competition Winner (Ulster University Computing Society) *2020*

Collaborated in a duo to complete a React-based coding challenge focused on transforming and displaying data from a template. Contributed by modifying JavaScript code to render the data in a structured, readable format. One of two winning teams selected for effective problem-solving and clean implementation.

Digital Futures (DigitalDNA) Competition Winner *2015*

At age 15, designed and pitched a mobile app prototype using MIT App Inventor, winning a national competition judged by IT industry leaders. Earned the opportunity to visit major tech companies in Silicon Valley, including Intel, Google, and Facebook. Personally initiated a meeting with Intel's then-VP of Software – Margaret Burgraff, leading to a private tour of the Intel Museum. This experience ignited my passion for technology and gave me the confidence to pursue a career in design and development.

References

References available on request.