

Rory Byrne

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EDUCATION

University College London

BSc Computer Science

- Achieved a grade of 85.31% in my first year

Wheatley Park School

A-Levels and GCSEs

- Achieved A*A*A* in Mathematics, Computer Science, Physics, and A in Further Mathematics AS
- Achieved 11 GCSEs at grades 7-9

London, United Kingdom

Sep. 2024 – June 2027

Oxford, United Kingdom

Sep. 2017 – June 2024

EXPERIENCE

Web Developer

Solas Oxford CIC

- Leading an ongoing redesign and structural rebuild of a live WordPress website using Elementor
- Improving content organisation, maintainability, and long-term scalability of the site
- Designing and implementing dynamic systems for training events to centralise content and reduce duplication
- Working closely with a graphic designer to translate visual designs into responsive, accessible page layouts

June 2025 – Present

Oxford, United Kingdom

Waiter

The Seven Stars at Marsh Baldon, The Mole Inn

- Worked effectively in a fast-paced environment, managing multiple tables and orders during busy service periods
- Collaborated closely with other waiters and kitchen staff to ensure smooth operations and timely service
- Developed strong communication and problem-solving skills through daily customer interactions

June – Sep. 2024, 2025

Oxford, United Kingdom

ISIS Synchrotron Group Work Experience

Rutherford Appleton Laboratory

- Worked in teams developing GUIs in Python to help accelerator physicists understand proton beams
- Responsible for creating peak and loss finders for live MQTT beam intensity monitor data using NumPy
- Employed the agile methodology, regularly presenting our progress to our clients and implementing feedback
- Delivered a comprehensive presentation on our GUI and project journey to a panel of physicists

June – July 2023

Didcot, United Kingdom

PROJECTS

ReadingStar 2.0 | Python, FastAPI, JavaScript

Oct. 2025 – March 2026

- Built an offline AI-powered educational app using music to support speech development for autistic children
- Developed a FastAPI backend to manage songs, lyrics, and user progress with local data persistence
- Designed and implemented an accessible, low-friction UI flow for creating and singing along to songs
- Collaborated with Intel, IBM, the National Autistic Society, and MotionInput Games, delivering regular progress updates and discussing design decisions with members of each organisation

Twin-Stick Shooter Game | Python, SQL

Sep. 2023 - March 2024

- Developed a twin-stick shooter game in Python using Pygame where the player must defeat hordes of enemies
- Implemented user accounts, multiplayer, character customisation, and a leader board using a MySQL database
- Employed the agile methodology, adjusting to limitations and adapting the design based on continuous testing

AWARDS AND ACHIEVEMENTS

- Achieved 100th percentile in the UCL STAT admissions test out of over 2000 shortlisted applicants
- Distinction award and Best in School in Elite Bebras Computing Challenges 2022 and 2023
- Senior Kangaroo award and Best in School in Senior Maths Challenges 2022 and 2023
- FUZE Wheatley Park Excellence in Computing 2023 award
- Achieved 10th in the UK in the Náboj International Mathematics Competition 2023 working in a team of 5
- Achieved runners up out of over 1200 schools in the Ritangle 2023 competition working with my peers

TECHNICAL SKILLS

Languages: Python, C, C++, C#, Java, JavaScript, Haskell, HTML, SQL

Developer Tools: Git, GitHub, Jupyter, VS Code, Postman, npm

Libraries & Frameworks: NumPy, MySQL, Matplotlib, FastAPI, Uvicorn, Electron