

Bryan Quirke

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| Front End | Back End | Database | Environment - Dev Ops - CI/CD |
|----------------|--|------------|------------------------------------|
| Thymeleaf | Java 8 | PostgreSQL | Linux |
| JavaScript/EXT | Spring Boot; Spring JPA; Spring security | MongoDB | RedHat |
| HTML/CSS | Python | S3 | Terraform (Infrastructure as code) |
| Selenium | Mockito/PowerMock | | Jenkins |

WORK EXPERIENCE

VisibleThread

Tech Team Lead [VT Writer Team]

Jan 2022 – Present

Dublin, IE

- VisibleThread is a Language Analysis Platform that was founded in 2009. I joined VT when it was a 2-person engineering team, 8 people overall. Since I joined the company, we have grown to a team of 50+ people.
- As one of two Team Leads of 14 engineers I oversaw the technical approach, quality and efficiency of my team.
 - Analysing and refinement of product requirements, providing feedback to product management.
 - Reviewing the decisions the team makes and makes to ensure consistency and alignment with our product vision.
- Continued delivering technical projects alongside junior engineers. Graph API integration for our proprietary Email Analysis Service.
- Mentoring, goal setting and encouragement of team members.
- Working with clients with world leading security requirements. (Gov Con agencies running our platform in SCIF's). Shrink wrapping cloud solutions to on-prem ready distributions behind their firewalls.

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VisibleThread

Senior Software Engineer

June 2020 – Jan 2022

Dublin, IE

- Started taking wider responsibility in the coding effectiveness and quality. Introducing and maintaining CI/CD, TDD, healthy coding standard (SonarQube, OWASP)
- Head of VT internship program between 2019-2022. Hired students doing a Masters in Comp Sci from Trinity on an 8-month internship. Mentoring inexperienced interns to eventually become entry level Software Engineers.
- Setting coding standards and making more widespread engineering decisions.
- Driving technical direction.

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VisibleThread

Full Stack Engineer (Java Engineer)

May 2016 – May 2020

Dublin, IE

- Developing features and improving VisibleThread's 3 flagship tools VT Docs, VT Web and VT Readability.
- Developing on the company's RESTful API for the scores and language metrics of documents and webpages. Built in Scala with some Java classes.
- Developed the Excel Compare feature for VT Docs, introduced the LIX readability score for non-English content to all 3 products and introduced localization to the platforms.

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JS Bolger Horse Trainers

Groom/Horse Breaker – Part time through college

May 2013 – May 2017

Kilkenny, IE

- Part of a 5-person team tasked with the breaking of fresh yearling horses and preparing them to be trained as race horses.
- Represented Mr. Bolger and the organisation at race meetings or when carrying out tasks outside of the yard.

Granite Digital

SEO Intern

Jun 2011 – Jul 2011

Cork, IE

- One of the top 5 digital agencies in Ireland. Their clients include Enterprise Ireland, Barry's Tea, Pfizer, UCC, UCD and Timberland.

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EDUCATION

Trinity College Dublin

BA (Mod) Computer Science

May 2017

Dublin, IE

- First class honors degree achieved
- Member of: Rock Climbing club, Poker club, Pool Soc, GAA clubs

SKILLS & INTERESTS

- **Skills**
 - Having worked in a startup I know what works best for the tight timeframes given to some projects. And how best to make features future-proof. Ability to work independently was vital.
 - Comfortable with developing features to aid platform spread and user stickiness
 - Strong Java developer with experience delivering, maintaining and refactoring production code
 - Excellent knowledge of testing frameworks (JUnit, Mockito)
 - Excellent knowledge of webservices and REST based API using JSON.
 - Very good knowledge of Linux and networking.
 - Very good knowledge and understanding of design patterns and best practices.
 - Provided guidance and mentoring to newer team members on product architectural vision and software quality.
- **Interests:** Comedy; Running; Traveling; Music Concerts/Festivals - [Daily Jam Playlist](#); Chess; Gaming; Jon Hopkins;