

Education

BSc (Hons) Computing Science (2:1)

Ulster University (Jordanstown)

Sept 2017 – June 2019

Year 2: Systems Software, Data Communications & Networking, Programming II, Systems Development, Professional Development, Client-Server Application Development, Mobile Development

Year 4: Process Management, Data Analytics, Strategic Information Systems Management, Full-Stack Strategies & Development, Final Year Project

Foundation Degree in Computing (Distinction)

Ulster University (South West College)

Sept 2015 – June 2017

Programming Mobile Devices, Introduction to Databases, Object-Orientated Programming, Software Testing & Administration, Work Based Learning, Computing Mathematics, Web Information Systems, Software Programming, Computer Technologies, Computer Networks, System Analysis & Design, Professional Development

Holy Trinity College

Sept 2007 – June 2011

A-Level: Double-Award Art & Design

GCSE: 8 Inc. English, Maths

Employment

Front-End Developer

Conceptni

Apr 2017 – Sept 2017

My duties ranged from the design, coding, implementation and testing of websites. I worked daily (most often as part of a small team) designing mock-ups and developing a web solution that is both responsive and cross-browser compatible to match client needs. I was able to work under pressure, with little to no supervision and consistently meet deadlines. I gained valuable knowledge and understanding of HTML, CSS, PHP and JavaScript throughout this role.

Placement Front-End Developer

Conceptni

Jan 2017 – Mar 2017

I had spent twelve weeks doing a work placement with Conceptni. After which, I was asked to stay on as a part of the team.

Sales Assistant

B&M

Aug 2012 – Present

Alongside my Degree I also work as a sales assistant wherein my duties revolve around customer satisfaction and ensuring that I have provided a quality service. This role has helped me understand the importance of time-keeping, teamwork and respect.

References

References will be given upon request.

Reference 1	Reference 2
Reference 3	Reference 4
Reference 5	Reference 6
Reference 7	Reference 8
Reference 9	Reference 10
Reference 11	Reference 12
Reference 13	Reference 14
Reference 15	Reference 16
Reference 17	Reference 18
Reference 19	Reference 20

Certificates/Awards

– BT Technologies Prize (2018)

– MTA Security Fundamentals (Mar 2018)

– Google Mobile Sites Certification (Jul 2018)

– HarvardX - CS50 (Sept 2018)

Projects

projects.brandanmcdevitt.com | github.com/brandanmcdevitt

Reactive Recruitment (Conceptni)

<https://www.reactiverecruitment.com>

- I worked heavily on front-end development, which included the design of the website and responsive work to ensure integrity across multiple devices. I used PHP to connect pages and loop through job listings.
- Skills: PHP, HTML, CSS, JavaScript, WordPress, Adobe Photoshop

HyForce Demolition (Conceptni)

<https://www.hyforcedemolition.com>

- I created the designs, wrote the HTML, styled the CSS and implemented JavaScript plugins.
- Skills: HTML, CSS, JavaScript, WordPress, Adobe Photoshop

Clarke Machinery (Conceptni)

<https://www.clarkemachinery.ie>

- As part of a team I aided in the styling of new elements of the website and worked on the responsive design and testing.
- Skills: HTML, CSS, JavaScript, WordPress

Luna

<https://projects.brandanmcdevitt.com/luna>

- Developed an iOS application written in Swift that can be used to keep up to date with cryptocurrency information.
- Incorporated Alamofire to pull a JSON response from a server and parse it using SwiftyJSON.
- Skills: Swift, Cocoapods, JSON, Git

Pokédex

<https://projects.brandanmcdevitt.com/pokedex>

- Developed a Pokédex app in IOS using Swift to display a list of Pokémon and their attributes to the user.
- Implemented Realm to persist the data returned from a Pokémon API.
- Utilised Swift's AVFoundation framework to play background music and sound effects that can be changed or toggled on/off within the settings.
- Skills: Swift, Cocoapods, JSON, Git, Realm, AVFoundation

Fortnite Tracker

<https://projects.brandanmcdevitt.com/fortnite-tracker>

- Created an Android app for my mobile development module where Fortnite players can view their in-game statistics.
- Using SharedPreferences I was able to persist data for layout sources.
- I fetched a JSON response from an API and converted it to a Java object using Gson.
- Skills: Java, REST API, JSON, Gson, Git, XML

Monopoly Simulator

<https://github.com/brandanmcdevitt/monopoly.simulator>

- I'm working on a CLI version of Monopoly built on Python to exercise and ingrain knowledge and skills learned from a Python course that I am taking.
- Making use of OOP by way of classes and inheritance for players and the game board.
- Skills: Python

Mentoring the Future

<https://projects.brandanmcdevitt.com/cs50>

- I created a web application for my final project in the HarvardX – CS50 course with the idea that teachers could sign up and offer mentoring time slots for students.
- I used Python for the back-end of the web app to query the database, pass data to the front-end, validate user input and ensure the integrity of the log in system.
- Skills: Python, SQL, Flask, Jinja, HTML, CSS

PetsBack

<https://projects.brandanmcdevitt.com/petsback>

- Developed a web application and iOS application to help return missing pets to their owners for my final year project.
- The back-end was built using Python, with Flask and Jinja to display information on the front-end.
- Incorporated Firebase for storing user information and pet details.
- Implemented machine learning to recognise pet breeds from an image uploaded by the user.
- QR code generation was integrated to embed the owners contact details in a versatile scannable medium that could be attached to the pet's collars.
- AWS Buckets were used to store images of pets and generated QR codes.
- I used Swift to develop the iOS application, which pulls information from firebase to display to the user.
- Skills: Python, REST API, Firebase, Swift, Cocoapods