Cian Byrne.

📍 Dublin, Ireland.

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I am fascinated by the relationship between technology and design. I thrive in collaborative environments and value creativity. I am motivated by creating the best user experience above all else.

Experience.

UX / UI Designer
April 2025 - Now

ESB • Dublin, Ireland

Design role as a UX / UI designer within the design team of ESB's enterprise a. Working with public facing websites and internal tools to make them more accessible and usable.

IT Business Analyst
June 2024 - March 2025

ESB • Dublin, Ireland

Business Analyst role in an agile project for the ESB Networks Customer Portal. Collaboration with design, dev and business leads using tools such as Visio and Azure Devops. This work increased customer satisfaction.

UX Engineer
January 2023 - September 2024

Feral Interactive • London, England

UX Engineer role where I designed and developed dynamic user-interfaces for mobile software. Coded using HTML and CSS based language RML. I used Figma and Photoshop to create mock-ups and final designs.

Education.

M.Sc. Interactive Digital Media
Sept 2021 - Sept 2022

Trinity College Dublin

Grade First: First Class Honours

B.A. Information Technology & English
Sept 2018 - May 2021

University College Dublin

Grade First: Second Class Honours

Skills.

Design

UX/UI Design
AI Enhanced Design
User Research
Wire-framing
Prototyping
Graphic Design
Accessible Design

Software

Figma
Azure DevOps
Adobe CC
Visual Studio Code
Sketch
Visio

Technical

HTML
CSS
JavaScript
SQL
Node.JS
3Ds Max