



Cian Byrne.

Front End Developer

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I love design and technology — I’m fascinated by how they work together. My abilities contain a mixture of both logical development skills with creative design skills. I thrive in collaborative environments, I respect creativity and expertise, and I’m motivated by the user experience above all else.

Experience.

UX Engineer - Feral Interactive

January 2023 - September 2023

Here I designed and developed **user-interfaces**. This was achieved through the use of HTML and CSS based language *RML*. I also bug fixed UI issues on the Android and IOS release of *Sid Meier’s Railroads!* I used **JIRA** and **Confluence** to write design documentation and manage new starters.

English Teacher - English Tarragaona School

September 2022 - December 2022.

Taught English as a second language to children, teenagers and adults from levels ranging from beginner to C1. Made Lesson plans and graded homework.

AI Tech Mediator - Science Gallery

September 2021 - March 2022.

Maintained technological infrastructure of exhibits. This exhibition was an educational display of bias within artificial intelligence. I explained exhibits to public and private tours, and answered questions related to AI and bias.

Education.

M.Sc. Interactive Digital Media

Sept 2022 - Sept 2023

Trinity College Dublin

Grade: First Class Honours

B.A. Information Technology & English

Sept 2018 - May 2021

University College Dublin

GPA: 3.48

Skills.

Design

- UX/UI Design
- User Research
- Wire-framing
- Prototyping
- Graphic Design

Software

- Figma
- Adobe CC
- Visual Studio Code
- Sketch
- Canva

Technical

- HTML
- CCS
- JavaScript
- C++
- SQL
- Node.JS