

Cian Byrne.

UX Engineer at Feral Interactive

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I seek to develop front-end user-experiences that are accessible and consistent for the widest user demographic via user centered design. My development approach is always modular and dynamic.

Experience.

UX Engineer - Feral Interactive

January 2023 - now.

Designed and developed **user-interfaces** for upcoming mobile port of major strategy game. This was achieved through the use of HTML and CSS based language *RML*. Bug fixed UI issues on Android and IOS release of *Sid Meier's Railroads!* (currently rated 5 stars on the play store). Used **JIRA** and **Confluence**. Within these I wrote design documentation and managed new starters.

Web Developer - Freelance

November 2022 - now.

Designed wire frames and visual mock ups using Figma and Adobe software. Developed websites for clients using **HTML**, **CSS**, **JavaScript** and **bootstrap**.

AI Tech Mediator - Science Gallery

September 2021 - March 2022.

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

Education.

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|---------------------------------|----------------------------|
| M.Sc. Interactive Digital Media | Trinity College Dublin |
| Sept 2022 - Sept 2023 | Grade: First Class Honours |
| B.A. Information Technology | University College Dublin |
| Sept 2018 - May 2021 | GPA: 3.48 |

Skills.

| Design | Software | Technical |
|----------------|--------------------|------------|
| UX/UI Design | Figma | HTML |
| User Research | Adobe CC | CCS |
| Wire-framing | Visual Studio Code | JavaScript |
| Prototyping | Sketch | C++ |
| Graphic Design | Canva | SQL |
| | | Node.JS |