

Cian Byrne.

 <https://cianbyrne00.github.io/>
 cianbyrne7@gmail.com
 Dublin, Ireland.
 [linkedin.com/in/cianbyrneux/](https://www.linkedin.com/in/cianbyrneux/)
 +353 83 857 7260

I'm fascinated by the relationship between technology and design. My abilities contain a mixture of development, research and 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

London, England January 2023 - September 2023.
I designed and developed dynamic **user-interfaces** for mobile software. This was achieved through the use of HTML and CSS based language *RML*. I used **Figma** and **Photoshop** to create mock-ups and final designs.

English Teacher - English Tarragaona School

Tarragona, Spain September 2022 - December 2022.
I taught English in Spain as a second language to children, teenagers and adults from levels ranging from beginner to C1. Made Lesson plans and graded assignments.

AI BIAS Tech Mediator - Science Gallery Dublin

Dublin, Ireland September 2021 - March 2022.
I 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	Trinity College Dublin
Grade: First Class Honours	Sept 2021 - Sept 2022
B.A. Information Technology and English	University College Dublin
Grade: Second Class Honours	Sept 2018 - May 2021

Research.

Trinity College Dublin Research Paper

Supervised by Nina Bresnihan
"Guidelines for a UX designer of a CALL application intended for a Chinese Demographic"
Paper Access: https://cianbyrne00.github.io/research_paper.pdf

Skills.

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