Cian Byrne.

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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.

JavaScript Lecturer - WEBTECH University

Dublin, Ireland   October 2023 - November 2023.

Delivered an introductory module to first year computer science students. Here I covered the basics of Javascript programming via lecutres and lab workshops. I covered vanilla javascript, jQuery and Vue.JS libraries.

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.

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
		3Ds Max