Cian Byrne.

Web Developer

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Holding both a B.A. from UCD and a M.Sc. from Trinity, I have been educated to a masters level in computer science. I love combining creativity and technology. I am currently working as a freelance web developer for clients within the game industry. New experiences and clients always welcome.

Experience.

UX Engineer - Feral Interactive

January 2023 - September 2023

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.

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 educational displays of bias within artificial intelligence. Explained exhibits to public and private tours, and answered questions related to AI and bias.

Education.

M.Sc. Interactive Digital Media	Trinity College Dublin
Sept 2022 - Sept 2023	Grade: First Class Honours
B.A. Information Technology & English	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