

# Cian Doyle

📍 Arklow, Leinster, Ireland ✉ cianoo45@gmail.com ☎ 0862625938 🌐 <https://www.linkedin.com/in/cian-doyle-663324185/>

🔗 <https://github.com/cianoo45/ULPortfolio>

---

## SUMMARY

Computer Science student in UL graduating May 2020, Strong Java/Python Coding skills with particular interest in Fintech/Blockchain/Machine Learning/AI. Have 9 months of work experience working in ACI Worldwide as an Associate software developer, duties included creating/maintaining a large Selenium test suite along with minor DevOps work.

---

## EXPERIENCE

### Associate Software Developer ACI Worldwide

January 2019 – August 2019, Limerick, Ireland

- Wrote and maintained a large Selenium test suite for UI testing to help identify bugs.
- Aided creation of Rest API + Backend server for coding competition
- Exposure to DevOps, including aiding the setup of Jenkins Pipelines, Docker containers and use of Kubernetes Clusters
- Developed Test Framework and Harness to aid creation of future tests

---

## PROJECTS

### Using Neural Networks to predict Bitcoin price

- Researched, Developed and implemented a Long-Short Term memory Neural Network in Python capable of predicting Bitcoin short term price changes and generating profit.

### Web App to Play Tic Tac Toe vs AI

- Currently developing a web interface where you can play tic tac toe vs an Artificially intelligent agent using heuristic algorithms, This is a WIP but a version is currently available on my GitHub. It is being developed with Java/Spring/HTML/CSS/JS

---

## EDUCATION

### Bachelor of Science in Computer Games Development (Comp Sci)

University of Limerick • Limerick, Ireland • 2020 • 3.4

---

## COURSEWORK

### Software Architecture and Design

Computer Science • Design Patterns + Software Architecture  
Built a wrapper framework for Selenium to add functionality

### Data Structures and Algorithms

Computer Science • Algorithm Optimization  
Optimize algorithms to run as efficiently as possible

### Artificial Intelligence and Machine Learning

Computer Science • Various AI techniques – From Path planning with A\* to Neural Networks  
Built a program to efficiently plan paths for games

### Software Testing

Computer Science • Test Driven Development  
Wrote a small system and accompanying JUnit tests

### Software Quality

Computer Science • Research into Software Quality Standards such as ISO/IEC 15504 (SPICE)

### Distributed Systems

Computer Science • REST API/ SOAP  
Made a game of Tic Tac Toe, One interface in PHP and one in Java which communicated over network sockets

---

## SKILLS

Main Languages: Python, Java

Databases: MySQL, Oracle, PostgreSQL, Cassandra

Artificial Intelligence: Pytorch, Keras, Tensorflow

Data Structures and algorithm optimization

Agile, GIT, JIRA

Soft Skills: Teamwork, Communication, Problem Solving, Reliability

TDD

Design Patterns

Other Languages: Lua, C++, C#

DevOps: Jenkins, Docker, CI/CD

Front End: HTML, CSS, JavaScript

Backend: Spring, Flask