

Cian Doyle

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

SUMMARY

Computer Games Development 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 maintaining a large Selenium test suite as well as other DevOps activities

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 and issues. Created and monitored the Docker environments and Jenkins pipeline needed to automate the running of this test suite.

PROJECTS

Using Neural Networks to predict Bitcoin price

For my Final Year project, I am currently researching and implementing a Long-Short Term memory Neural Network to analyze input data and predict the price of Bitcoin. The LSTM is being coded in the PyTorch framework for Python.

EDUCATION

Bachelor of Science in Computer Games Development

University of Limerick • Limerick, Ireland • 2020 • 3.1

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

SKILLS

Main Languages: Python, Java

Databases: MySQL, Oracle, PostGres

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++, HTML, CSS

DevOps: Jenkins, Docker, CI/CD