Ciaran Melarkey

Sevilla, Spain   ✉ ciaran.melarkey@hotmail.com   in Ciaran Melarkey

Education

Atlantic Technical University   *Aug 2016 - May 2020*
BSc in Computer Science

- **Coursework:** Computer Architecture, Server Architecture, Server-side scripting, client-side scripting.

Experience

Software Developer II   *Sevilla, Spain*
Solera Holdings   *Jan 2025 - Present*

- Collaborated closely with the team to develop and refine release candidates for a new company product, ensuring stability, completeness of features, and readiness for production deployment.
- Assisted in maintaining and optimizing the company's React and Redux code base, contributing to improved application performance, cleaner state management, and improved maintainability.
- Fixed long-standing bugs that previously hindered the deployment of new builds on our CI/CD pipelines.
- Built highly customized components within the shared Storybook library by extending existing ones, enabling tailored functionality for project-specific needs while maintaining visual and structural consistency.
- Boosted test coverage from 20% to 90% to meet SonarQube quality gate requirements, and set up automated checks in the pipeline to keep code quality on track.
- Updated Front-end to support mobile devices, implementing new UI elements, and creating hooks to support various breakpoints.
- Assisted QA Developers with regression testing to ensure that they are finished in thime for a new release.

Software Developer   *Sevilla, Spain*
Solera Holdings   *Oct 2023 – Jan 2025*

- Led the end-to-end implementation of the front-end architecture for a new company project, establishing the foundation for a scalable, responsive, and user-friendly application.
- Implemented services that assisted the user experience such as Phrase for translations and New Relic for monitoring bugs, crashes and performance.
- Identified, diagnosed, and resolved numerous software bugs in various projects, improving system stability, performance, and user experience.
- Worked on upgrading the front-end microservices and component library to a new version of React, requiring planning across teams, fixing bugs derived from the upgrades in the component library, the project, and the unit tests.

Projects

Online music album guessing game

- Created online guessing game where user is given obscured album cover, and is given a certain amount of time to correctly guess the album the cover belongs to.

Image to ASCII conversion

- Created tool that allowed the user to upload an image, and have the service convert the image into braille ASCII characters. Each large section of pixels would have its total brightness calculated, and an appropriate braille character woud be chosen to represent it.

Technologies

Languages: Java, JavaScript, TypeScript, Python

Technologies: Spring, React, Redux, MongoDB, Unit Testing, GIT, Storybook, Jenkins, Sourcetree, Bitbucket