Daire Finn

Full-stack software developer with 8 years experience

hello@dairefinn.com Mayo, Ireland
dairefinn.com dairefinn daire-finn-44b883263

My experience

References available on request

Frankli

May 2019 - November 2024 (5.5 years)

Senior software developer
November 2023 - November 2024

- I was the only full-time developer on the product for a year (July 2023 - July 2024)
- Fully owned new feature development and maintenance of existing features.
- Conducted second-line interviews during the hiring process
- Two other developers reported directly to me.
- I was offered the position of Director of Software but declined.

Same technologies as below

Software developer
May 2020 - November 2023

- I was offered a full-time position after graduation.
- Worked across the whole tech stack.
- Owned front-end and design and signed off on any changes to it.
- Established processes to help us plan features better and operate sprints more smoothly.
- Organized our documentation and created templates for consistency.
- Created numerous features start to finish and was responsible for the entire process of designing, building, testing and deploying them.
- Overhauled our CI/CD pipelines to be faster and more robust (steps run in parallel, repeatable if they failed, added dependency caches)
- Created a number of scripts to make daily development and the process of setting up a new machine easier.
- Implemented more advanced logging on the back-end so we could monitor specific services more closely.
- Set up a number of automated tests on both the front-end and back-end.
- Implemented Codacy, a tool which scans code to ensure good code style and test coverage
- Developed and maintained a number of integrations with HRIS systems, ticketing systems, Google Calendar and Outlook
- Developed and maintained a Slack app and a Microsoft Teams app.
- I participated in the Culture club where we organized team events and activities.

Angular (HTML, SCSS, TypeScript), AWS, Azure, Figma, Maven, Spring boot, Java, MySQL, Docker, Atlassian suite, Agile

Software developer (part-time)
July 2019 - May 2020

- I worked part time during my final year of college doing two days a week where possible.
- I worked primarily in front-end and design.
- I worked with the CEO to create a set of design guidelines to ensure visual consistency across the product.
- I was responsible for rebuilding many older pages that were not visually consistent.
- I migrated us to SCSS to make maintaining the styles easier.
- I fixed bugs and helped to test new features.

Angular (HTML, CSS, SCSS, Typescript), AWS, Figma, AWS, Atlassian suite, Agile

Software developer intern
May 2019 - July 2019

- Implemented a new sign-up workflow.
- Started development on the new Review Cycles feature which aimed to digitize the annual review process.

Angular (HTML, CSS, TypeScript), AWS, Figma, Atlassian suite, Agile

ATU Sligo

September 2016 - May 2020 (4 years)

BSc in Computing (Honours)

- Graduated with a first-class honours.
- GPA of 73.16% in my final year.
- Ran study sessions to help people in my classes with subjects they were struggling with.

Angular, HTML, CSS, TypeScript, Node.js, Expo, AWS, GCP, Azure, ASP.NET, C#, Bash, SQL Server, MongoDB, AI, ML, GitHub, Adobe XD, UI/UX, Agile

See my website for a list of my projects

About me

Who I am and what I'm interested in

Hey, I'm Daire. I am an experienced full-stack software developer currently based in Mayo, Ireland.

My personal and professional experience covers a wide range of front-end, back-end, and infrastructure technologies. I am passionate about all things technology and genuinely enjoy the work that I do.

While my strongest area is in front-end design and development, I am equally capable of delivering high-quality work across the entire tech stack.

In my free time, I play a lot of video games and enjoy both playing and making them. I've been experimenting with game development for a few years with friends. I also have a small collection of video game design books that explore the challenges involved in designing, developing, and marketing specific games. When it comes to multiplayer games, I'm the one who sets up the servers, either hosting them locally or on a cloud machine where I have full SSH and SFTP access.

I listen to music all the time - there is rarely a moment when I'm not listening to something. I love when people share new music with me and am always curious to hear what they're listening to. Many of my friends create music, and it's always fascinating to see their creative process.

Strengths

What I'm good at

Angular · JavaScript/TypeScript · CSS and SCSS · UI Design · UX · Java · C# · SQL · DevOps · CI/CD · Network and DNS configuration · Docker · Git · Shell Scripting · AWS · Project management · Agile methodologies · Communicating · Problem solving · Leadership · Collaboration · Mentoring