

Personal Details

Name: Jason Doyle

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Availability: 1 month

Education

University Of Limerick (Sept 2010-May 2014)

BSc of Science, Media & Performance Technologies

First Class Honours (1:1) (3.56/4)

Key Modules Undertaken

- Web Development
- Java Programming
- Human Computer Interaction
- Application Development
- Graphic Design
- Technological Mathematics
- Project Management
- Co-Op Education (see Work Experience)
- Usability
- Digital Software & Systems

FYP : The creation of an Android Application that creates sound synthesis based on the flocking patterns of birds. This necessitated a transfer of data over a wireless network to a host desktop computer which sonified the resulting movement of the objects on the mobile screen. <http://bit.ly/1Fb5TLQ>

Work Experience

Rockall Technologies (July 2015 - Present)

UI/UX Designer

- Working directly with the Product Owner and Stakeholders to ensure end to end implementation of UI designs, from requirements right through to release.
- Creation of Styleguide which all designs can be measured against.
- Updated UX Process within the company, introduced new tooling and efficiencies in handing off designs to Development
- Responsible for the creation of High-fidelity prototypes both in code (HTML, CSS, and js) and through the use of wireframing tools such as UXPin, Balsamiq, and Adobe XD

- Responsible for championing the user using elements of Cognitive Psychology, & Usability Testing
- Advising Development and Test teams on implementation
- Training Graduate developers on UI Design

Captiv.io (Mar 2015 - Present)

Hybrid & Android Developer

- Creation of a Hybrid Web Application that used Restful transfer of data from a Web Backend. Application used Phonegap to target Android & iOS
- Hybrid application built with the Ionic Framework, Angular.js, HTML5, & CSS3
- Creation of Technical Documentation
- Front End Design work for Web Dashboard
- Currently building an Android application that uses a RESTful interface to receive JSON data and display it using new Android components such as CardView & RecyclerView with Full Social Media integration
- Newest Android Material Design Stylings, Sticking to Google's exacting specifications
- Providing Technical guidance to CEO on the development of our Full Stack
- Using Unfuddle SVN for Full Stack Code Base & Bitbucket Git for Android Application Code
- We employ an Agile workflow using Atlassian's JIRA

Crowdsight (Nov 2014 – Mar 2015)

Android Developer

- Creation of a novel Android Application as sole developer.
- Extensive use of Android Lollipop Material Design Styling. Using design patterns such as the Navigation Drawer with content loading Fragments.
- Use of BitBucket for code commits
- Use of The Android SDK, targeting multiple screen sizes and dimensions
- JSON Parsing
- The use of Interfaces to allow Fragment to Fragment communications
- Using third Party image libraries Picasso & Universal Image Loader

Nyquist Limit Labs (Jan 2014 – Nov 2014)

Web & Android Developer

Web Development, Android Development, UX Design and Experience, Graphic Design, Phonegap cross platform development

- Creation of a mobile first website www.nyquistlimitlabs.net that's built with Bootstrap 3 and the Angular.js templating system
- Using modern web development tools to create cross platform applications via the Phonegap platform
- Building Android applications from wireframing through to deployment with update cycles
- Implementing Android applications with strong emphasis on Android Design patterns such as the Navigation Drawer, Fragments etc

Fidelity Investments Ireland (May 2012 - Nov 2012)

Web Developer, Graphic Design, UX Design & Experience

- I conducted a 7 month placement working with the companies Web Development team to insure the Design of company's Financial Web Applications were maintained at the highest possible standards.
- I worked with each member undertaking projects involving Information Architecture, Graphic Design, HTML5, CSS3, and Javascript programming.
- Gained valuable insights into Agile methodologies working with transnational teams and in the process learned key business communication skills.
- Conducted conference calls with the our teams managers in Boston presenting design ideas to the wider organisation and in the process developing web design solutions for the company's needs.

Further Interests

- I'm an avid cyclist and enjoy mountain walking
- I'm a bit of a foodie and love to try out new restaurants and cook when time allows
- I love to travel and see as much of the world as possible

References

Fergus Kelleedy

Chief Technical Officer

Captiv.io

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Andrew Pegum

Director of Product Engineering

Rockall Technologies

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