





Cian Byrne.

UX Designer with 2+ years of experience creating accessible, user-centric solutions for enterprise and consumer platforms. Skilled in UX/UI design, prototyping, and front-end development.

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Experience.

UX / UI Designer April 2025 - Now
ESB • Dublin, Ireland

Designed and optimised public-facing websites and internal tools for ESB Enterprise Services, improving accessibility compliance and user satisfaction scores. Collaborated with cross-functional teams using Azure DevOps and Figma.

IT Business Analyst June 2024 - March 2025
ESB • Dublin, Ireland

Business Analyst role in an agile project for the ESB Networks Customer Portal. Collaboration with design, dev and business leads using tools such as Visio and Azure Devops. I wrote User stories and ran refinement sessions.

UX Engineer January 2023 - January 2024
Feral Interactive • London, England

UX Engineer role where I designed and developed dynamic user-interfaces for mobile software. Coded using HTML and CSS based language RML. I used Figma and Photoshop to create mock-ups and final designs.

Education.

M.Sc. Interactive Digital Media Sept 2021 - Sept 2022
Trinity College Dublin
Grade: First Class Honours

B.A. Information Technology & English Sept 2018 - May 2021
University College Dublin
Grade: Second Class Honours

Skills.

Design
UX/UI Design
AI Enhanced Design
User Research
Wire-framing
Prototyping
Graphic Design
Accessible Design

Software
Figma
Azure DevOps
Adobe CC
Visual Studio Code
Sketch
Visio

Technical
HTML
CSS
JavaScript
SQL
Node.JS
3Ds Max

UX Certificates
UX Design Diploma
Accessible Design