

BARRY MCCORMACK

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Senior Software Engineer

Innovative and results-driven Software Engineer with over 9 years of experience building scalable, accessible, and high-performance front-end solutions. Proven track record leading UI development in cross-functional, distributed teams. Strong in design systems, testing strategies, and accessibility best practices. Skilled at translating complex requirements into intuitive, maintainable applications that enhance user experience.

AREAS OF EXPERTISE

Problem Solving | Prioritisation & Time Management | Communication | Collaboration | Analytical | Accessibility | Agile Methodologies | Cross-Functional Teamwork | User Centred Mindset | Providing and Handling Constructive Feedback

(Technologies): Typescript | JavaScript (ES6+) | React | REST APIs | Redux | GraphQL | Jest | React Testing Library | Enzyme | Cypress | E2E Testing Libraries | CSS | Emotion | Styling Libraries | Design Systems | Node | Java

PROFESSIONAL EXPERIENCE

WORKDAY | Dublin, Ireland

06/2021 – Present

Senior Software Development Engineer (UI) | Strategic Sourcing

(08/2023 – Present)

Collaborated in the development of the customer-facing Events and Auctions project within Workday Strategic Sourcing, working with a distributed team of 14 professionals across Ireland, Latvia, Canada, and the USA. Key responsibilities included optimizing auctions for large-scale item purchases and efficiently managing extensive line-item data within a spreadsheet-based application.

- Worked in a cross-functional team to maintain and scale a React mono-repo, ensuring seamless alignment with project goals and optimizing development workflows.
- Broke down product specifications into actionable development tasks, working closely with Project Managers and Designers to ensure all criteria are fully met.
- Partnered with the Architecture team to build reusable, A11Y-compliant components for integration across teams, improving consistency and accessibility.
- Developed a comprehensive design guidelines document, streamlining collaboration with designers to create development-friendly designs.
- Developed and enhanced end-to-end test suites using Ruby, ensuring robust coverage for new features and maintaining high application quality and reliability.

Software Development Engineer | Workday Help

(06/2021 – 07/2023)

Contributed to the development of the customer-facing Case Solver project within the Workday Help product as part of an 8-person team based in Ireland, focusing on optimizing the user chat system and ensuring scalable case management as new features were continuously introduced.

- Developed request-for-proposal (RFP) documents for major technical initiatives, driving the successful implementation of approved features.
- Led architectural enhancements to optimize application performance and stability, resulting in a significantly improved user experience.
- Standardized Redux implementation across the application to improve maintainability, increase reusability, and reduce complexity—resulting in faster feature development and easier scalability.
- Planned & developed an error-handling standard across the app, addressing existing issues and preventing future ones from occurring.

VIASAT | Dublin, Ireland

04/2019 – 06/2021

UI Developer | In-Flight Entertainment Team

Contributed to a React mono-repo as part of a large, distributed team, initially focusing on the development of video streaming products, including an In-Flight Entertainment platform. Later transitioned to a new priority: building an in-home entertainment app hosting content from a major multinational media company, collaborating closely with a 7-person team based in Dublin.

- Successfully converted an existing prototype into a production-ready web application, ensuring compatibility with Viasat's internal proprietary software.
- Onboarded and mentored new team members, fostering knowledge sharing and accelerating their integration into the project, resulting in improved team productivity and collaboration.
- Ensured high code quality and application reliability by implementing comprehensive unit and end-to-end (E2E) tests, promoting a culture of 100% test coverage across the UI development team.

KAX MEDIA | Dublin, Ireland

02/2018 – 01/2019

Full Stack Developer

Maintained and improved a statically generated gambling affiliate website with hundreds of pages built over more than a decade. Collaborated within a team of 7 professionals based in Dublin to resolve legacy issues, enhance site performance, and ensure long-term stability at scale, supporting high volumes of global traffic with minimal server overhead.

- Collaborated with a team of 3 developers to enhance the company's award-winning flagship website.
- Worked with a proprietary PHP-based application to dynamically generate websites, optimizing performance and user experience.

SOFTWARE DESIGN LIMITED | Dublin, Ireland

08/2015 – 12/2015

Full Stack Developer

Collaborated in a Scrum team of 5 developers to deliver diverse web projects for multiple clients. Gained hands-on experience with a wide range of technologies, contributing to both front-end and back-end development, and adapting to different project requirements and client needs.

- Developed and maintained MVC web applications using PHP.
- Built and deployed multiple WordPress eCommerce and brochure websites.
- Worked on large-scale social media analytics platform with React, Redux and Node.
- Worked on an Irish tourism website using the Django framework.

EDUCATION & PROFESSIONAL DEVELOPMENT

Bachelor of Science (Honours) in Computing in Games Development, Dundalk Institute of Technology | 06/2015