

Meghan Keightley

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SUMMARY

UI/UX and Product Designer with a BSc in Software Development and an MSc in Interactive Digital Media (HCI) in progress at Trinity College Dublin. Combines user-centred design, accessibility and prototyping with frontend development skills to create intuitive digital experiences and bridge design and engineering.

EDUCATION

Trinity College Dublin

September 2026 - August 2027

M.Sc. Interactive Digital Media (**Computer Science**/HCI)

Relevant Coursework: Human-Computer Interaction (HCI) Architecture, Interactive Media Technologies

Dundalk Institute Of Technology

September 2022 - May 2026

B.Sc. Computing in **Software Development** | (2:1)

Relevant Coursework: UI/UX Design, Mobile Development, Object-Oriented Design, Human Factors in Design

WORK EXPERIENCE

UX Designer & Software Engineer | AP Immersive Lab (Erasmus+)

January 2025 - June 2025

- **UX & Interaction Design:** Contributed to user journeys, interface design and immersive interaction design for a collaborative Meta Quest 3 VR experience.
- **Interactive Product Development:** Developed interactive features in Unity/C#, translating project requirements into engaging, user-focused digital experiences.
- **Experience Optimisation:** Analysed performance metrics to identify bottlenecks and improve responsiveness across interactive environments.

SELECTED PROJECTS

AI Mould Detection App | UI/UX & Frontend Developer | Final Year Thesis

September 2025 - May 2026

- Designed and developed Android dashboards using Kotlin and Jetpack Compose to present sensor metrics, system status and AI-generated insights through an accessible interface.
- Connected backend APIs and computer vision to deliver real-time mould detection and actionable information.

Dublin Bikes iOS Redesign | Product Design & Development

- Redesigned mobile flows for station discovery, bike availability and navigation.
- Developed mobile-first interfaces using SwiftUI/UIKit, integrating REST APIs to support live data and user preferences.

Nintendo Switch UI Redesign | UI/UX Design Case Study

- Redesigned the Nintendo Switch interface, exploring navigation, information architecture and interaction patterns to improve usability and user experience.

SKILLS & TOOLS

- **UI/UX & Product Design:** Figma, Wireframing, User Flows, Interaction Design, Prototyping, Accessibility, User-Centred Design
- **Frontend & Interface Development:** React.js, Astro, SwiftUI, Jetpack Compose, JavaScript, TypeScript, HTML/CSS/SCSS, Kotlin
- **Technical & Data:** Python, SQL, Kotlin, Swift, C#, REST APIs, FastAPI, MongoDB
- **Tools & Practices:** Git/GitHub, Unity, Agile/Scrum, Testing & Debugging