

# Liam McMains

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## Summary

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Versatile engineer with over 7 years of experience specializing in full-stack web and cross-platform mobile development, with a strong focus on Flutter. Having developed numerous modern web and mobile applications, I've demonstrated a consistent track record of collaborating with teams to create high-quality software solutions.

## Experience

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### Bottle Rocket Studios | TX, Dallas

#### Lead Flutter Engineer | 11/2022 - 02/2024

- Led technical direction for a high-profile Flutter client project under stringent timelines, coordinating three development pods over an eight month period on a SAFe Agile team. Ensured adherence to coding standards, quality, and test coverage, with biweekly sprint demonstrations to client stakeholders and culminating in public release.
- Trained team on advanced Flutter topics, including WebAuthn with passkeys, CI/CD pipelines with GitHub Actions, custom shaders, and Android deferred components, by means of regular technical presentations.
- Engineered an innovative, abstract continuous integration and deployment pipeline tailored for Flutter applications, significantly reducing setup time from several weeks to a few days, enhancing project efficiency and scalability.
- Showcased cutting-edge client projects at the organizational level, highlighting the use of innovative technology and tools, thereby fostering a culture of knowledge sharing and technological advancement across the company.
- Maintained open lines of communication with junior developers to ensure job satisfaction, appropriate challenges, and performance alignment with company standards, thereby supporting career development and team cohesion.
- Assisted in spearheading program increment planning sessions with clients, product, and design teams, outlining a strategic roadmap for upcoming quarters, ensuring alignment of technical capabilities with business objectives and user needs.
- Actively participated in and contributed to "Flutter Labs," a collaborative forum for Flutter engineers to exchange knowledge, discoveries, and best practices, fostering a vibrant community of learning and innovation within the engineering department.

### Improving | TX, Dallas

#### Software Developer Consultant III | 06/2021 - 07/2022

- Collected requirements, developed architectural plans, created user stories, and executed the development of full-stack web applications using React, TypeScript, .NET, and SQL within agile project environments.
- Projects include:
  - CharaChorder Launchpad, a bespoke keyboard training application developed with React/TypeScript.
  - HCSS Forms/Materials, a suite of supply and order management tools crafted using .NET/React/SQL.
  - Applica Scientific's online medical toolset, engineered with .NET/React/SQL.

### Freelance/Self Employed | TX, Dallas

#### Web/Mobile Engineer | 08/2017 - 02/2022

- Engineered multiple (6) cross-platform mobile applications using technologies such as Flutter, React, React Native, Unity, Parse, and Google Firebase.
- Projects include:
  - FYCIt, a tool for guild members and award voters to find award screenings and events in their area, built with Flutter and Firebase.
  - MemoryViews, a mobile app built for sharing precious memory with loved ones in long term care through a Roku enabled TV, built with React Native and Parse.
  - Wodage, a crossfit social network platform built with React Native and Firebase.
  - Rotohive, the world's first blockchain powered fantasy football platform, built with React and TypeScript.
- More projects including PTPlus and Dribe can be found at [liam.mcmains.net](https://liam.mcmains.net).

### Toyota Motor North America | TX, Dallas

#### Lead Frontend Engineer on Blockchain Research Project | 08/2019 - 03/2020

- Developed a blockchain-integrated workflow and supply chain management system over the course of six months as a proof of concept for Toyota Motor North America using React, Typescript, Node.js, and the Ethereum blockchain.
- Spearheaded efforts in ensuring high code quality, guided developers through pair programming sessions, reviewed team's code, and bridged communication gaps between design and development teams.

**Code Authority | TX, Frisco**  
**Software Engineering Intern | 04/2019 - 08/2019**

**Mutual Mobile | TX, Austin**  
**Mobile Development Intern | 05/2017 - 12/2017**

**Contrast | TX, San Marcos**  
**iOS Engineering Intern | 05/2014 - 08/2014**

## **Education**

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**University of Texas at Dallas | Dallas, TX**  
**BS in Software Engineering | 05/2021**

## **Skills**

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Dart, Flutter, React Native, Git, TypeScript, JavaScript, Swift, Objective-C, React, iOS Development, Continuous Integration/Continuous Deployment, Team Leadership, Unity, Azure, GitHub, Google Cloud Platform, AWS, HTML5, CSS3, MongoDB

## **Stack**

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### **Flutter / Dart / Pub**

BLoC, provider, go\_router, navigator, riverpod, retrofit, dio, json\_serializable, freezed, flutter\_secure\_storage, flutter\_inappwebview, hive, intl, build\_runner, dart macros, mocktail, bloc\_test

### **React / TypeScript / npm**

Node.js, NextJS, tailwind, yarn, express, graphql, redux, webpack, sass/less, jest, mongoDB, vite, svelte, snowpack, react-query, Storybook, puppeteer

### **DevOps / Debugging**

Git, GitHub, GitHub Actions (CI/CD), Charles, Postman, SauceLabs, Fastlane, AppCenter, Docker, Firebase App Distribution, TestFlight, Google Play Console, Flutter debug tools

### **Services**

Google Analytics 4, Firebase (Core, Analytics, Crashlytics, Firestore, Storage, App Distribution, etc.), Amplitude, Auth0, Sentry, AppCenter, Vercel, Supabase