

Liam McMains

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Diligent and versatile full-stack web and cross-platform mobile developer with 5 years of experience, currently targeting roles with React/Svelte/Vue or React Native/Flutter. With tens of modern web and mobile applications under my belt, I have a proven track record collaborating with teams to produce high-quality software packages in the Javascript ecosystem.

PROFESSIONAL EXPERIENCE

Software Developer Consultant III - Improving - Dallas, Texas June 2021 - June 2022

- Worked with multiple clients to gather requirements, construct architecture plans, generate user stories, and ultimately implement a variety of full-stack web applications on agile project teams.
- Projects include CharaChorder Launchpad, a custom keyboard training tool build in React/Typescript; HCSS Forms/Materials, supply and order management applications built in .NET/React/SQL; and enhancements to Applica Scientific's suite of online medical tools built in .NET/React/SQL.

Independent Web/Mobile Engineer - Freelance - Dallas, Texas Aug 2017 - Feb 2022

- Developed multiple (6) cross platform mobile applications using technologies such as React, React Native, Unity, Flutter, Parse, and Google Firebase. Projects include FYCI, Memory Views, Wodage, PT Plus, Dribe, and Rotohive. Project descriptions can be found at liam.mcmains.net.

Lead Frontend Architect on Blockchain Research Project - Toyota Motor NA Aug 2019 - Feb 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.

Software Development Intern - Code Authority - Dallas, Texas May 2019 - August 2019

- Worked on over ten separate mobile, frontend, and backend software engineering projects using React, React Native, .NET, .NET Core, Angular, Wordpress, and Microsoft Azure.

Mobile Development Engineering Intern - Mutual Mobile - Austin, Texas May 2017 - Dec 2017

- Developed a cross platform, car rental application built with React Native on an Agile project team. Available at <https://goo.gl/hC8nVL>

Programming Mentor - Austin Spark League - Austin, Texas Summer 2016

- Mentored high school student in programming in Javascript, C, Objective-C, and Swift to create smartwatch applications for the Pebble smartwatch. <http://www.austinsparkleague.com/>

iOS Engineering Intern - Contrast LLC - San Marcos, Texas Summer 2014

- Prototyped implementations of latest Apple technologies in company's iOS apps. <https://contrast.co/>

EDUCATION

University of Texas at Dallas, Richardson, Texas
BS in Software Engineering — **GPA 3.80**

Spring 2021

San Marcos High School, San Marcos, Texas
Rank 7/518 — **GPA 3.98**

Spring 2017

SKILLS

Languages: Javascript, Typescript, Node.js, Dart, Objective-C, Swift
Also proficient in: HTML 5, CSS 3, C#, Python, and Arduino
Frameworks/Libraries: React Native, React, Cocoapods, Carthage, Express, Passport.js, Firebase, iOS, .NET, Angular, Wordpress, MongoDB, Mongoose, Redux, MobX, SteamVR, Flutter
Operating Systems: MacOS, Windows 10, Raspbian, Linux
Applications: VS Code, Xcode, Blender, Adobe Photoshop, Adobe Illustrator, Microsoft Office Suite, Eclipse, Visual Studio, Zeplin, Unity, Microsoft Word, Microsoft Excel
Other tools: Git, Cyberduck, PAW, Postman, Microsoft Azure, Charles Proxy

References are available upon request

Personal projects available at liam.mcmains.net