M. Austin McDaniel

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EDUCATION

Georgia Institute of Technology; GPA: 3.76/4.0   *Jan. 2018 – May 2022*
B.S. Computer Science

WORK EXPERIENCE

CodeMettle, Associate Software Engineer - Sandy Springs, GA   *Aug. 2018 – Dec. 2020*
· Developed a PowerPoint report generator using python-pptx speeding up the process of JSON meta-data collection for army-based acquisition plans by 10x.
· Implemented Python translators that enabled remote communication to network devices through serial protocols such as TCP and SNMP.
· Squashed bugs and polished frontend for 20% of the system dashboards and configuration workflows.

Space Launch Now, Software Developer   *May 2022 – Present*
· Assisting in rebuilding frontend of web page using React and Material UI in order to reduce page renders from 0.8s to 0.3s, decrease technical debt and speed up future feature development.
· Deployed fully integrated CI/CD pipeline that builds and deploys Docker containers to Kubernetes.
· Creating custom upcoming event components, generated from data pulled from The Space Devs API with Open-API classes generated by Orval.
· Refactoring monolithic models.py file (1000+ lines of code) to create modular and readable models.
· Add several new API endpoint filters to Django backend to make more granular querying available to open source API users.
· Responsible for developing and maintaining features from Kanban board ranging from new API features, to dependency management, and improving the project code base structure.

SKILLS

Programming Languages: Python, JavaScript, Java, React, React native, Django, SQL, NoSQL, C, HTML5, CSS, D3.js
Technologies: Git, Agile, Computer Networking (Wireshark, UDP, TCP), Firebase, Express, REST, Docker, Linux, CI/CD, Material UI, npm, Jenkins, AWS

PROJECTS

BuzzEx - Local Delivery Scheduling - github.com/farisdurrani/buzzEx
Tools: React native, Expo, Firebase
· Followed the software life cycle by doing mock-ups in Figma, learnable prototypes in React native, performing feature analysis, competitive market analysis, and user testing.
· Implemented persistence layer, authentication and registration using Firestore and Firebase's built-in authentication tools.
· Served as development team's lead visionary, product strategist, and led the entirety of the tech stack research and decision making processes.

Audioman Go - Soundscape Research Study - github.com/Austinmc41/audioman_go
Tools: React, JavaScript, Web-audio-daw
· Implemented frontend API used for testing different audio samples created using JS WAD libary.

Movie Visualization - github.com/Austinmc41/d3_movie_project
Tools: D3.js, HTML, CSS
· Created visualization tool to allow users to explore a 990 row movie data set using D3 tool tips, interactive bar graphs, and filtering.

Broken Link Slack Bot - github.com/Austinmc41/Link_Slack_Bot
Tools: Python, Slack API, Beautiful Soup
· Leveraged Beautiful Soup library and Slack API to develop a tool that scrapes for broken links by identifying HTTP GET request errors such 400 and 404, and sends them to a user's chosen Slack channel.