David Kane

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SUMMARY

My name is David Kane, and I am a Senior Software Engineer at MSOE looking for a Full Time Software Engineering Position after I graduate. I have worked with Java to create various GUI intensive projects, Python for network protocols, JavaScript/TypeScript (HTML, CSS, NodeJS, and AngularJS included) for website development, C++/C for console reliant programming, and C# for Front-End & Back-End product Development. In addition to JavaScript/TypeScript, I have also extensively worked with Vue2/Vue3, Nuxt2/Nuxt3, and Quasar as frameworks for website development. I have a lot of experience using GitLab/GitHub/BitBucket for project management and have used AWS/WordPress for Site Management.

EDUCATION

B.S. Software Engineering | Milwaukee School of Engineering | May 2024

WORK EXPERIENCE

IT Intern | Metal-Era | Waukesha, Wisconsin | May – September 2021
Project Objective:
- Worked with C# to implement changes to legacy code, in order to defects within the code, implement new features, and improve current features to help the manufacturing engineers do their required tasks faster and without errors, help the sales department document more information into their system, and to make the legacy code easier to use and follow for the production floor workers, who struggled with this issue.
- IT Help – Would take in code defects from users of a set list of programs, and work with them to determine the cause of the defect, then remove said defect.
- Would communicate with users of managed programs to determine where the code can be improved, to increase usability for inexperienced users, improve speed and efficiency for familiar user, and to make the program run as user desired.

Digital Platforms Developer Intern | Milwaukee Bucks | Milwaukee, Wisconsin | June – August 2023
Project Objective:
- Worked on a team of 3 to port the entire Bucks.com site from Vue2/Nuxt2 to Vue3/Quasar. This included ~50 webpages, all of which needed to be individually converted. In addition to the pages, API's and components needed to be entirely recreated from the ground up.
- Developed and designed brand new pages for their site. Often given general design idea by the marketing team on what needed to be on the page, such as specific text or images, but the rest of the design was often left open ended.
- Work with different departments and worked with them to give them their specific idea when it came to specialized webpages. Sending them "rough draft" pages, discussing what they would / would not want to see, certain graphic changes. etc.

PROJECT EXPERIENCES

IT Internship Project Objective: Program Feature Development and Maintenance
- Used C# and SQL to develop various GUI's and store information for production floor workers jobs completed, manufacturing engineers required tasks, sales department data records, and for displaying production workers personal information (occurrences, sick days, PTO)
- Made changes to legacy code based on user input about GUI design, their idea of how fast the program should run, what information should be given to them, and what information they should be able to record.

- Developed step-by-step instructions for every legacy program and programs I developed to help ease the users into the new system, without causing a mass confusion amongst the production floors.
- Would go into legacy code and fix issues that were brought to my attention, such as incorrect information being shown, crashes when inputting data into system, and UI issues such as text boxes not scaling correctly, and date boxes being unchangeable.

Bucks Internship Project Objective: Port Bucks.com framework

- Worked on a team of 3 developers to port the entire site from Vue2/Nuxt2 to Vue3/Quasar. This involved porting all Nuxt components to Quasar components, fixing all of the previous formatting issues with the pages, ensuring all of the pages loaded correctly on mobile and desktop, and to ensure all content loaded.
- Poring over the API's and their associated components. This included getting their videos from the NBA, porting their image galleries from WordPress, and to import all individual images and ensure their format.
- During the porting process, I also had to take in individual requests from different departments for new pages, which involved designing the layout myself, getting imagery content myself, and to submit my work for additional feedback from the requester.

School Project Experience: Develop Website for Eagleweather.com (In Progress)

- Worked with Product Owner to determine what they wanted the website to look like, what it was capable of doing, and what platforms it would be run on.
- Switched hosting provider to AWS, including transferring of domains, all email clients (while retaining past emails), reducing monthly hosting costs, and developing help pages for Product Owner to reference for the future.
- Developed entire site from the ground up using a Vue3/Nuxt3 Project as the source code, while using weather sensors and API keys to access the data on the site.
- Worked on a team of 4 to develop the website, using a Scrum/Sprint format. This included having multiple sprints, Product Owner meetings, and balancing budget constraints.
- Multiple on-site visits to setup various sensors on site, getting them to function with our API key calls, and to ensure functionality at all times.

TECHNICAL SKILLS

- C# (Front-End & Back-End)
- SQL / mySQL / PostgreSQL
- HTTP(S), HTML, CSS
- Github / Gitlab / BitBucket

- Java – Data Structures, Program Development
- C / C++
- Vue / Nuxt / Quasar

- Python – Networking
- Junit / Mockito
- JavaScript / TypeScript
- Wordpress / AWS

LEADERSHIP | CO-CURRICULAR INVOLVEMENT

Coding Instructor | Milwaukee School of Engineering | September 2020 - May 2021
Member | Phi Beta Lambda (Business Club) | September 2021 - Present

WORK HISTORY

Crew Member | Culvers | June 2017 – May 2020
IT Summer Intern | Metal Era | May 2021 – Sept 2021
Machine Operator | Metal Era | May 2020 – Aug 2022 (24hr/wk during school)
Quality Control Inspector | Global Power Components | Aug 2022 – Present (30hr/wk during school)
Digital Platforms Developer Intern | Milwaukee Bucks | June 2023 – Present