Liam McBride

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SUMMARY

Software Developer with multiple interests within the field, including: game development, UX design, mobile and web development, API creation, and backend development. Leverages knowledge of frontend technologies and UI/UX principles. A team player with effective communication skills who encourages cross-team collaboration to ensure design integrity.

SKILLS

- Languages and Technologies: Python, Java, JavaScript/TypeScript, C#, C, eBPF, Swift. React, HTML, CSS.
 Git. SQLite3, SQL Server. Django, Docker. Unity, Blender. Figma, GIMP, Aseprite.
- Soft Skills: Creativity, teamwork, communication, flexibility, and listening.

EXPERIENCE

Computer Systems Undergraduate Researcher

May. 2023 - Current

Virginia Tech

Blacksburg, VA

- Developing **eBPF** tests for multiple programs to ensure validity between kernel modifications.
- Researching kernel development, **eBPF**, and the trade-offs between expression and security in relation to its impact on kernel development with **eBPF**.

Software Engineer Intern

Sept. 2021 – Aug. 2022

Exelaration, Rhythm Energy

Blacksburg, VA and Cary, NC

- Made Frontend improvements on the customer support portal in **React** and **Typescript**, working closely with Design and QA to make impactful changes for the usability of the system and customer satisfaction.
- Created critical patches for the Backend to mitigate issues.. Used **Python** and **Django REST API**.
- Participated and gave input in developer discussions with Product about user needs and how to solve them.

Customer Support Agent

May. 2019 - Aug. 2019

Ubisoft

Cary, NC

- Supported Ubisoft customers by using technical knowledge to walk users through how to fix the solution.
- Investigated and verified account ownership, re-obtained access for users in cases of lost or hijacked accounts.
- Successfully elevated more critical bugs to devs and helped to identify early repeat issues.
- Was in the top percentage of customer support agents ranked by customer satisfaction.

PROJECTS

Job Hero iOS App

Feb. 2023 - May. 2023

- Developed, from inspiration to completion, a iOS mobile application that would provide users with the ability
 to track applications, favorite and save jobs, as well as craft multiple resumes with a modular mobile interface.
- Utilized Balsamiq wireframes to design, test, and increase design cohesiveness and clarity for the user interface.
- Used Swift, Xcode, and GitHub to build out the application in a collaborative environment.
 - o Created the interaction between the app and three APIs. Responsible for data retrieval and updates.
 - o Translated the user interface from Balsamiq to **Swift**, ensuring an effective display of information.
 - o Implemented app authentication using FaceID and passwords to ensure safe user access.
 - o Managed the application database with efficient queries and proper cleaning/storing of data.

EDUCATION

University

Expected May. 2024

Bachelor, Computer Science, 3.14 GPA, Coursework focus on frontend development

Blacksburg, VA

Clubs and Activities

Theta Tau (Professional Engineering Fraternity), pickleball