

MAX MCKINNEY

FRONTEND DEV // DESIGNER

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PROFESSIONAL EXPERIENCE

Dell - Experience Design Group

Frontend Developer and Designer (March 2015 - Present)

- Developed and designed cohesive software that fit the various team's needs across internal and external departments while pushing Dell's technology stack forward with strong foundations
- Applied my dev and design experience to various other projects across many different platforms (Win10, UWP, Unity3D, Desktop apps based on web technologies)
- Utilized my development and design skills to understand the needs of each discipline while seamlessly combining the two together for an seamless and effective workflow

Projects

Alienware Command Center (2018) - Created initial prototype showing new functionality of the UWP framework. Acted as a lead developer resource for the Alienware development team and created one-off examples of new tech for the final app to utilize. Created proof of concept showing Unity3D tech communicating with UWP. Designed and animated the particle backgrounds used throughout the app. (C#, UWP, Unity3D, Animations, Design)

Artificial Intelligence Search Bar - Created a custom search bar experience powered by Microsoft's LUIS service to act as a smart search bar along with an in-app search bar experience of the app's functionality. Worked directly with researched and QA teams to fine-tune the experience while developing a strong backend foundation. (C#, UWP)

Windows 10 Dell "Welcome App" - Co-developed with one other developer from the ground up Dell's "Welcome to Windows 10" application for all users with a Dell computer upgrading to Windows 10. This was a global application that supported over 25 different languages and was fully responsive. (C#, UWP)

Web Clarity Toolkit Lead Developer - Lead web developer for implementing Dell's Clarity Design Language in a web toolkit form. Based on a custom fork of Bootstrap 3, this toolkit acts as an easy way for teams to stay up-to-date on the Clarity design language. It includes extra custom content to allow for the full use of what the Clarity design language specifies. Managed distribution amongst teams and version control of the toolkit. Adapted toolkit to Angular and VueJS frameworks to support future tech growth and continued support. Co-developed the public facing website for displaying the toolkit.

(HTML5, CSS3, JS, Angular, VueJS)

Software Engineer (and) UX/UI Design Animation (January 2013 - March 2015)

- Took existing design concepts and animated user experience for executive presentations
- Interfaced with diverse design team including illustrators, modelers, UI designers on a daily basis
- Created dynamic files to allow for easier future changes/adjustments
- Transferred static designs into dynamic animations (Photoshop/AfterEffects)
- Created final animation (AfterEffects)
- Developed prototype Android applications to showcase functionality (Java/XML/Parse)

Projects

Dell Venue 7 Android Design/Animation - Created the Dell Venue 7 Android tablet boot animations. Overcame a tight deadline and limited management. Worked closely with another designer and produced both the wallpapers and boot animations within 7 days. Provided developer ready assets as well. (After Effects, Photoshop, Illustrator)

Trapdoor Technologies

App Development / UI Animations (December 2014 - February 2015)

- Created iOS app UI animations for the Kickstarter video used to fund the project
- Created functional app in Unity 3D to showcase the functionality to investors
- Provided continued support and animation guidance for the project's UI motion language

SKILLS

Web Development

- HTML5 / CSS3 / JS(ES2015,ES6+)
- SCSS/SASS
- Typescript
- Vue.js / React
- Wordpress / PHP
- Firebase / NOSQL DB's
- Node / NPM
- Webpack / Parcel

UI/UX Design

iOS Dev / Swift

Java / Kotlin

C#

INTERESTS

Car Enthusiast

DIY Mechanic / Project cars

Photography / Automotive Photo

Augmented Reality