Steven **McWilliam**

Frontend Developer // Aspiring Software Architect

+1 (250) 686 5299
steve-mcw@live.co.uk
mcwillia.github.io/portfolio

Frontend Developer • **Brainnwave Ltd / Hatch Ltd**

19th April 2022 - 8th Jan 2024
- Used Typescript to build up a component library to implement the company's design system provided from Figma.
- Used Storybook to visualise and develop components.
- Integrated the library into a React SaaS platform for report building.
- Programmed a dynamic data visualisation builder using Cube JS to pull data from the Postgres database and then displayed charts using the Apache Echarts library.

My role with Hatch was primarily to facilitate continuing to work with Brainnwave after having moved to Canada.

Technologies used: React, Typescript, NodeJS, Cube JS, Directus, Postgres, Storybook, REST API, AWS

Analyst • **JPMorgan Software Engineering Program**

17th September 2020 - 14th April 2022
- Developed an ETL monitoring dashboard using React.
- Used Springboot to build a REST service that accessed a MariaDB database.
- Managed the application state using Redux.

This has given me a long-term view of project development and allowed me to develop a better understanding of receiving and prioritising requirements.

Technologies used: React, NodeJS, MariaDB, Springboot, REST API

Intern Analyst • **JP Morgan Summer Technology Analyst**

17th June - 23rd August 2019
- Worked within Asset Wealth Management for 10 weeks as a developer.
- Implemented various components in React to refactor an existing application.

Technologies used: React, NodeJS

Musync Creator • **STACS Hack 5 - Hackathon**

- Used React to build a frontend that integrated with Spotify's public API.
- Implemented OAuth to authenticate users and managed tokens to make calls.
- Implemented two features which have since been properly developed by Spotify: group session control and playlists that blend two people's music tastes together.

Technologies used: React, NodeJS, OAuth, Spotify's public API

Pointless Button Creator • **STACS Hack 4 - Hackathon**

- Designed and implemented a cookie-clicker-style game that centred around a pointless button.
- Implemented using HTML5 grid systems, JQuery for dynamic styling, and local storage to track data.
- For this Hackathon, I received the prize for best presentation due to my charming demonstration of my game.

Technologies used: HTML5 grid systems, JQuery

Skills

Languages

JavaScript, TypeScript, HTML, CSS, SQL

Libraries & Frameworks

React, Next.js, Node.js, Tailwind, Cube JS, JQuery, Directus, OAuth, MySQL, POSTGRESQL, MariaDB

Tools & Platform

Git, GitHub, Storybook, Docker, Webpack, Vite, Figma, Directus, Jenkins CI/CD, Teamcity, JIRA, Clickup, Archimate

Methods

Agile, Scrum, Kanban, Waterfall

Education & Certification

BSc in Computer Science University Of St Andrews

Sep 2016 - May 2020

Certified Scrum Master

Dec 2023
I validated my knowledge and understanding of agile methodologies and their use in practical software development as well as better understand the nuance of the roles and responsibilities of the product and development teams.

Interests

I go rock climbing at a local gym twice a week and I'm practising sewing. I find it satisfying to repair my clothes.