

Richard McKinnon

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PROFESSIONAL EXPERIENCE

PartNet, Remote: Software Developer

12/2023-12/2024

- Contributed to modernizing the DoD DLA's FedMall eCommerce platform through a contract bid, leveraging React, Next.js, RESTful APIs and tools such as Postman and GitLab to implement high-impact features.
- Operated within an agile framework to improve ordering productivity within government processes.
- Holding a Public Trust IT-II Security Clearance and Common Access Card CAC.

General Motors, Chandler, AZ: Software Engineer

06/2022-11/2023

- Agile development team that revamped GM's parts inventory sales app, significantly enhancing global dealerships and distributors worldwide from one of GM's top revenue sources. Built in React.js, Java 8 / Java Springboot, Postgres SQL, AWS S3, Kubernetes; as well as Azure DevOps git, CI/CD, Insomnia, Dbeaver, bash scripting, and internal Linux servers and tooling.
- Collaborated closely with Business Analysts and QA teams to refine requirements, deliver sprint goals, and support production deployments and on call incident management.
- Awarded Q4 2022 Excellence in Technology award as a top 5 agile team in all of GM IT.

Avnet, Tempe, AZ: Software Developer

05/2021-05/2022

Software Engineering Intern

05/2019-05/2021

- Created business intelligence automation software with platform tool UiPath (C#, VB.NET) to streamline efficiencies in supply chain and IT operations, taking the human out of the loop and bolstering resources.
- Worked with VM networks and environments, REST/SOAP API, Express, NodeJS, Powershell, and UNIX.
- Handled Software Development Life cycle SDLC for small scale projects end to end. Gathered requirements, documentation, design and code solution, test, UAT, production, and post production support.
- Deployed production automation for Avnet's internal services with 95% confidence interval, freeing up hundreds of thousands of dollars in employee resources.

EDUCATION

M.S. Computer Science (Concentration in Cybersecurity)

08/2021-05/2022

Arizona State University, Tempe, AZ

3.67 GPA

Accelerated graduate degree (4+1 program)

B.S. Computer Science (Summa Cum Laude, 8x Dean's List Recipient)

08/2017-04/2021

Arizona State University, Tempe, AZ

3.80 GPA

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, Python, C, C++, Bash, C#, VB.NET, TypeScript,

Front-End: React.JS, NextJS, NodeJS HTML5, CSS, SASS, jQuery, Express, Bootstrap, XML

Tools, Databases, and OS: Postgres SQL, MongoDB, Dbeaver, Heroku, Git, GitHub, GitLab, Azure Repos, Windows, MacOS, Insomnia, Postman, Linux/Unix, MSSQL, SQL, MySQL, Unity, Android Studio, RPA, UiPath, RDP/VM Configurations, All Microsoft Office Applications

Security Tools: Ghidra, GDB, Hashcat, Wireshark, pwntools

RELEVANT PROJECTS

NASA PSYCHE Mission: Publication Repository, Academic Project

08/2020-05/2021

Assigned for ASU Capstone project with five other engineers to create a full stack publication repository to read, store, upload, and delete various NASA related documentation for both public and internal use related to deploying a rover to an asteroid. Worked in an agile setting in two-week sprint intervals and bi-weekly meetings with NASA sponsors to verify progress. Used the MERN technology stack (MongoDB, Express, React, Node.js) and deployed application using Amazon Web Services (AWS). [\[VIDEO SHOWCASE\]](#)

NBA Trade Machine Application, Personal Project

07/2019-01/2020

Developed an open source full-stack NBA Trade Machine analytic tool capable of confirming the validity of hypothetical financial transactions between NBA teams. Web scraped player data in Python using BeautifulSoup, then wrote an algorithm to organize the scraped data and transfer the formatted findings into a MSSQL database. Frontend written with JavaScript and NodeJS integrated with the database of NBA player information and implemented various NBA business trading logic rules to validate transaction attempts. Hosted on Heroku.

[\[REPO-LINK\]](#)