

Thomas McDonald

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TECHNICAL SKILLS

React JS, ES6, JavaScript, TypeScript, AWS, Docker, HTML, HTML5, CSS, Material UI, Figma, Node, NPM, jQuery, SaaS, Python, C#, C++, C, SQL, Git, Redux, GoLang, Java, CICD, Linux, Microsoft Office.

WORK EXPERIENCE

Full Stack Engineer

December 2022 – Present

Mission Cloud, Remote

- Independently managed, maintained, and developed new features for a serverless music licensing web application. Utilized React JS, TypeScript, TypeORM, and Node for the frontend and leveraged a serverless AWS CDK architecture including Lambda, Cognito, AppSync, RDS, OpenSearch, and static site hosting on S3 with CloudFront.
- Created custom lambdas and data models to implement a notification system with tracking on opened licenses.
- Upgraded project from Node 14 to 18 while maintaining package compatibility to ensure longevity of the application.
- Developed a Streamlit application in Python that integrated Lang Chain, AWS Bedrock, and Kendra to provide maintenance solutions based on issues depicted in work form.
- Designed a React web app using AWS Bedrock and Transcribe for translating spoken slang into proper English for AWS re:Invent booth demonstration.

Front End Engineer

November 2020 – September 2022

Netflix (via BlueInGreen), Remote

- Created a UI to replace and combine 4 internal management applications into 1. This tool aimed to offer all Netflix engineers, customer service, and external operation teams an all-in-one and easy to use portal for managing Netflix workforce and partner access control needs.
- Promptly delivered milestone goals over 5 quarters by using React JS, Typescript, Node and Material UI to maintain and develop an access control hub that went from 6-8 active users to 100's.
- Designed and developed a global omni-search bar for easy site traversal that cut average discovery time by half.
- Created versatile search result table components with custom filtering, sorting, and asynchronous infinite scrolling.
- Onboarded and collaborated with 2 non-technical designers on project to introduce accessible colorblind designs.
- Collaborated with a small team to create a scheduling tool that manages the creation and approval of billboard flights.
- Communicated and corresponded with clients to translate their needs for projects and discover ways to address and develop them.

Front End Intern

May 2019 – August 2019

Kroger, Portland, OR

- Independently developed and shipped code to Kroger's website using React JS, Redux and Node.
- Implemented several mobile-first user interface designs to improve readability and user experience.
- Revamped cross browser testing strategies which identified a bug that was causing a 15% crash rate.
- Combined various order types into a shared component to reduced code redundancy and improve readability.
- Adapted an existing code base to work with a new data model while ensuring backwards compatibility.

Co-Founder

September 2018 – August 2019

Adventure Game Works, Spokane, WA

- Created a web application using React, Bootstrap, and Node that allows customers to personalize their purchased games.
- Designed and tested a game manager user interface to ensure readability and improve the user experience.
- Successfully utilized game manager to run and test a trial game at Gonzaga University campus with 20 participants.
- Placed 2nd in both the Northwest Entrepreneur Competition and the Dempsey Startup Competition.

EDUCATION

Gonzaga University, Spokane, WA

Bachelor of Science in Computer Science

LEADERSHIP & AWARDS

College of Engineering Senator, Gonzaga Student Body Association, Spokane, WA

August 2018 – May 2019

Dempsey Startup Competition, 2nd Place

May 2019

Northwest Entrepreneur Competition, 2nd Place

March 2019