

Connor McDermott

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Software Engineer

(248) 818-0364 – Chicago, IL

github.com/loligator

Technical Experience

Languages: Hack, C++, Typescript, Rust, C#, Java/Kotlin, Python, SQL, Bash

Frameworks: Qt, .NET, React, Angular, CDK

Other tech experience: AWS, Azure, Linux, Git, Unity, Unreal Engine, REST, npm, GraphQL, Nginx, Docker, SQL Server, NoSQL/DynamoDB, Selenium/Puppeteer, TDD, Jira/Azure DevOps

Work Experience

Walgreens Boots Alliance

April 2023 – Present

Senior Software Engineer

- Tech Lead on a team working on adding DSCSA Compliant features for transferring regulated medications between stores.
- Using business requirements and figma from Product Owners to create user stories for the frontend development team, helping newer members, teaching frontend development practices, and ensuring the team is as efficient as possible while also maintaining my own workload.
- Full-stack engineering, primarily developing for an in-store Android app with TypeScript and Angular for Pharmacy techs to use in store.
- Maintaining backend services on Azure in Python and TypeScript and Java, deployed via ADO pipelines on infrastructure defined by Terraform.

Amazon AWS

September 2021 – March 2023

Software Development Engineer 2

- In my time at Amazon, I worked on the Authentication team for recently released AWS powered development suite CodeCatalyst.
- Full-stack engineering, involving working with TypeScript and React, making calls to a GraphQL API layer, and backend services primarily in Java.
- New feature design and implementation, leading redesign of pages and services written early in development.

Perficient

June 2019 – September 2021

Technical Consultant

- **Facebook for Business**

- o Full stack web development with JavaScript (flow), React, Hack, and CSS.
- o Designed and Developed several frontend components and hooks from scratch.

- o Work closely with design teams to define feature specification and build components on public facing website.
- o Collaborated with several remote teams using Agile, with daily scrums and bi-weekly live demos to design teams
- **Mastercard**
 - o Developed new features for a B2B website using both Angular.js and a C# REST API with SQL Database on Azure
 - o Identified issues and designed optimizations for pages, including memory leaks (a lot of time lost to garbage collection) and excessive loading times.

CompSol Corporation

August 2017 – June 2019

Senior Software Engineer

- Relational database powered website and software focused on interacting with Ford's Access Control system, for requesting new access badges, taking photos, and printing.
- Developed business-side desktop app in C# with .Net Framework, which used multi-threading to process large datasets of badge and new employee requests while keeping the UI responsive.
- Led the design and implementation of the Visitor System Kiosk deployed at Ford.

Education

Michigan State University — Bachelor's of Engineering in Computer Science

Specialty Courses

- High Performance Computing
 - o Focused on the world of optimizing code to run as fast as possible, including, low-level multithreading, optimizing for CPU cache, and offloading workloads to a GPU using CUDA.
- Networking
 - o Covered the internals of the network stack, sending and receiving packets via sockets in C, TCP vs UDP, etc.
- Databases
 - o Basics to advanced usage of relational (SQL) databases.
- Game Development
 - o Developed 4 games over two years in Unity using C#, exercised 3D math, writing shaders, and complex game logic for a scene of interacting objects.

Other Interests

Game Development, Video Games, VR, Open Source, My Dogs, Indian Food