David McNeill

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Summary/Skills

As a full-stack developer, I bring hands-on experience in developing dynamic single-page applications, coupled with robust expertise in data management. I specialize in creating high-quality user experiences through API integration, optimizing data storage and retrieval, and crafting responsive UI/UX designs. With proficiency in multiple frontend and backend frameworks, I have demonstrated the ability to adapt to various project requirements efficiently. Additionally, I am vital for cleaning, performing testing, and adhering to the company's design patterns for microservices. Utilizing tools like Git for integration and Docker containers with Jenkins for CI/CD best practices, I ensure streamlined development workflows and seamless deployment processes.

Languages	Frontend Frameworks	Backend Frameworks	ORM's	Other
C#, Python, Golang, JS, Typescript,	Angular, Vue.js, React	.NET Core(ASP.NET MVC) Django	Entity Framework, SQLAlchemy	PostgreSQL, MySQL, SQLite, Chrome Extension, Unity, Node.js, Docker, Jenkins

Work Experience

Bleached Solutions | Junior Developer | February 2021 - Present

*** All projects are visualized on my portfolio site for Bleached Solutions ***

Manos Ammo inc.

- Was pivotal in creating a completely reactive SPA using Angular.
- Worked closely with clients gathering requirements and handling feedback.
- Worked with observable functions to stream data, to and from the APIs(golang), based on product search keywords by the user.
- I had to work with the golang api's to customize queries, based on product requirements and to limit data usage(basically only use the data needed for the current page in the pagination process).
- Set up all metadata and tags for SEO in google search. Walked down the process to have the site indexed 1st for common search keywords.
- Built responsive designs using CSS @media rules for every device, and used different HTML views depending on screen size.
- Assisted in building robust APIs(golang), that would communicate with a postgres db.

Live Music Archiver

- Built to inject helpful scripts into the browser via chrome extension V3.
- Created utilities to select elements on the webpages(usually music venues), creating a blueprint for data scraping on the backend.
- Data scraping was performed with colly(golang package) based on specs provided from the user via the chrome extension.
- My main role in this project was responsibility for the entire frontend. I did assist with the building
 of the APIs that performed the scraping, but mostly dealt with browser interaction and user
 experience.
- Used a rollup package and react to bundle the extension.
- Utilized all of the latest chrome extension features for organized script injections into windows/tabs seamlessly.
- The algorithm I created to select elements off webpages was foundational to the whole project.
- Assisted with repairing other scrapers in typescript for the client.

Other Projects(experimental projects/Bleached Solutions main site)

- Most of the other projects(including the company's mainsite) had a Vue.js frontend.
- Implemented reusable components for common UI elements such as navigation bars, buttons, and form inputs, ensuring consistent design and behavior across the application's front end.
- Utilized computed properties for dynamic data display, while leveraging props to pass data between components. Additionally, implemented custom transitions and animations using Vue's transition component to enhance the company's main site visual appeal.
- Created a customizable experience with many visualizations(dark/light mode, color options for inputs/mouseover), for the user to customize while visiting the company's main site.
- Created a Node.js project for API integration, that utilizes GCP services for adding data to Google sheets.
- Worked on 5 different projects at Bleached Solutions that can all be visualized on my portfolio site. The Company's main site can be visited through my portfolio as well(I was responsible for a large percentage of the UI/UX).

Revenue IQ | Intern | September 2020 - January 2021

- Was largely responsible for refactoring microservices for unit testing implementations, increasing code quality and readability significantly.
- Helped implement a repository pattern. The goal was to have only object manipulation in the controllers(ASP.NET MVC). Business logic was isolated in a service layer. The database calls were abstracted into a repo that communicated with the db context. All layers communicated via interface contract.
- I was able to find and fix various bugs in the layers after a repository pattern was implemented.
- Implemented testing environments utilizing Moq for all microservices following the new design pattern. Containerized the adapted microservices using Docker and integrated them into existing Jenkins builds.
- Assisted the senior developer with various tickets for Angular frontend tweaks.

Other Achievements

- CareerFoundry's Advanced Python For Web Developers Course (official certificate can be found on my linkedin profile - all links located at top of resume).
- Have worked on a couple games with unity as solo projects(You can play my star shooter game on my portfolio! Bet you can't beat 4 million!).
- Continuing to improve my Django recipe app that can be visited on my portfolio(link at top). Feel
 free to register a user and add your best recipe! Soon I will add an example ASP.NET
 MVC/Angular application with all the latest features(it will be linked to my portfolio as well!).