

Devon McNally . Jarvis Consulting

Junior software developer with 2+ years experience in Java. Educated in electrical engineering and computer programming at Algonquin College. Have been training with Jarvis full-time since January 2022 where I have learned new skills and reinforced old ones. Looking for a backend or full-stack position but am willing to learn frontend. Adept at troubleshooting, quick learner, and determined to grow as a software developer. Experience working in analytical fast-paced environments. I enjoy working as part of a team and the process of creating software applications of all kinds.

Skills

Proficient: Java, RDBMS/SQL, Linux/Bash, Agile/Scrum, Git

Competent: Python, C++, Godot, Unity, Arduino

Familiar: C#, HTML, CSS, AutoCAD, Neo4j

Jarvis Projects

Project source code: https://github.com/jarviscanada/jarvis_data_eng_DevonMcNally

Cluster Monitor [GitHub]: Designed to retrieve hardware and server usage data for insertion into a postgresSQL database. The project is comprised of bash scripts and SQL files. It also utilizes crontab to automate the regular retrieval and insertion of the server usage information.

Highlighted Projects

Solitaire: Classic and Vegas Rules: Developed in a team using agile/scrum methodology. Created using Java and the Java AWT library for GUI and Github used for version control. This is a fully functional game of Solitaire classic with an extra Vegas Rules game mode. It is available for download at the following link <https://djmcn.itch.io/solitaire-classic-and-vegas-rules>.

Automatic Plant Watering System: Utilized Arduino software and hardware to create an automated water pump system. The user inputs a desired watering interval in hours on the screen and the pump will turn on for 30 seconds at the designated interval. Written in C++.

Professional Experiences

Software Developer, Jarvis (2022-present): Developed software projects using standard industry tools and programs like git, psql, Java, bash and more. Cooperated with colleagues on these projects using agile/scrum methodology. Learned new concepts and how to apply them to real world problems.

Residential Technician, Dependable Hometech (2019): Worked as telecommunications technician in residential neighbourhoods. Highly independent and fast paced environment. Involved installing home internet, telephone and television services. As well as performing a wide variety of testing and repairs on local telecom infrastructure.

Education

Algonquin College (2019-2021), Diploma Computer Programming, Advanced Technology

Algonquin College (2017-2018), Advanced Diploma Electrical Engineering Technology, Construction and Skilled Trades

Algonquin College (2016-2017), Diploma Electrical Engineering Technology, Construction and Skilled Trades - Class Representative 2016

Miscellaneous

- SCTE Certified. Society of Cable Telecommunications Engineers. Professional certification in telecom cabling.
- Bonsai. I have been caring for bonsai trees for over 2 years now. Most of my trees were grown from seeds.
- Hiking/Camping. Enjoy hiking up challenging trails several times a month during warmer seasons. Canoe camping once or twice a year during the summer.
- Gaming(video games, card games)

- Hobby video game development. Making game demos using Unity and Godot in 2D and 3D. Blender used to create game assets.