

# Joseph L. McDonough

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📍 New York Metropolitan Area, Remote

📄 jlmcdonough.github.io

## EXPERIENCES

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- **Fortinet (formerly Concourse Labs before acquisition)** Remote  
*Software Engineer* January 2022 - July 2024
  - Produced public endpoints with authorization in Spring Boot Java REST services, built with Bazel, documented in Swagger
  - Improved performance with new Quarkus gRPC Java microservices using Mutiny's reactive programming, built with Gradle
  - Maintained Helm charts to manage our microservices in Kubernetes
  - Designed autonomous Postman test suites to perform regression testing and monitor all public endpoints with Slack alerts
  - Developed CI/CD pipeline templates on GitLab (using yaml) and Jenkins (using Jenkinsfile) for all microservices to use
  - Implemented an audit log system to track API actions and publish them to PostgreSQL and AWS and GCP services
- **Amazon** Seattle, WA  
*APP Software Development Engineer Intern, Finance Technology* June - August 2021
  - Created and presented a full-stack project to allow the team to view and update their most commonly used data
  - Engaged in labs that utilized numerous AWS services to learn about the various tools and best practices

## SKILLS

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- Professional experience with Java, Python, SQL, Spring, Bazel, Gradle, Quarkus, Mutiny, Git, PostgreSQL, Golang, Scala, AWS, GCP, Redis, Kubernetes, gRPC, Protobuf, JSON, YAML, Helm, and Postman
- Other experience in HTML, CSS, JavaScript, PHP, Racket, PowerShell, TypeScript, C#, Qiskit, Unity, Unreal Engine 5, C++, R, Tableau, Google Suite, Microsoft Office, Adobe Lightroom, and GIMP

## CERTIFICATIONS

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- **Google Data Analytics Professional Certificate** Online  
*Coursera* Awarded April 2023
- **Quantum Computing Algorithms and Programming** Online  
*Marist College* Awarded August 2021

## EDUCATION

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- **Marist College** Poughkeepsie, NY  
*B.S. Computer Science & B.S. Cybersecurity* August 2018 - December 2021
  - Concentration in Software Development
  - Minors in Information Systems and Information Technology

## OTHER PROJECTS

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- **Project Radiance Video Game - Unreal Engine 5 and C++** Remote  
*Kuneho Studios - Co-founder, UI/UX Engineer* August 2023 - Present
  - Working with a team of indie game developers to create a multi-lane rhythm game with its own unique features and music
  - Attended Game Developers Conference 2024 in San Francisco to meet industry professionals and conduct an initial play-test
- **Cybersecurity Escape Room Video Game - Unity and C#** Poughkeepsie, NY  
*SendHelp Studios - Design team lead, UI/UX and Gameplay Engineer* August 2021 - December 2023
  - Led the design team and worked on the development team to create an escape room game to teach cybersecurity principles
  - Presented the game and paper at an Enterprising Computing Conference where it won the cybersecurity award