Liam McKane

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CAREER OBJECTIVE

Gain practical experience in the field of Computer Engineering while current experience in both programming and engineering design ensures valuable contributions to employers.

EDUCATION

B.S. Computer Engineering, George Mason University AUGUST 2018 – MAY 2022
3.35 GPA

TECHNICAL SKILLS

Languages: Python, C/C++, Java, VHDL, Verilog, JavaScript, HTML, CSS, Markdown, MATLAB
Software: Visual Studio, GitHub, PSpice, Inventor
Operating Systems: Windows, UNIX, LINUX, macOS

WORK EXPERIENCE

Quality Engineer - Video, Alarm.com JULY 2022 - PRESENT

- As lead QE for the Skybell devices, manages software and hardware testing to drive improvements.
- Ensure the success of weekly software and web deployments.
- Responsible for executing tests, tracking defects, and following defects through the resolution process.

Software Engineering Intern, MicroStrategy MAY 2021 – AUGUST 2021

- Created an improved developer website for MicroStrategy utilizing GitHub, markdown, HTML, CSS, JavaScript, and Eleventy.
- Utilized scrum workflow with a team of fellow interns and mentors.
- Participated in bi-weekly hackathon projects.

Instructor, Fairfax Collegiate JULY 2019 – AUGUST 2019

- As instructor, taught students (grade 5-12) JavaScript, Robotics, Algebra, and Virtual Reality courses.
- Gained leadership experience working with a teaching assistant.

PROJECTS AND ACTIVITIES

RobotX Maritime Challenge: Worked on Mason's RobotX competition team to create a UAV that utilizes an aerial vantage point to provide navigation data for the WAM-V, operates autonomously, and is capable of object retrieval. Currently working on self-leveling platform subsystem that utilizes an Arduino coded with C++.

FPGA Design with VHDL Project: Using Xilinx Vivado and the VHDL language, created a ping pong game that ran on a Basys3 board and displayed on a monitor via VGA. A rectangular mouse cursor acted as a paddle to hit the ball around the screen, while a seven-segment display on the board kept score. Different physical switches on the board were used to specify movement speed and direction of the ball as well as the starting coordinates.

HackOverflow: As part of the executive board, worked on the registration and merch committee as well as the website committee to create a diverse environment where students can work hands-on on society-impactful projects, network with peers and mentors, and attain technical and professional skills that can be applicable in their academics and career.