

MEGAN MCCLURE

Software Engineering Lead

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PROFESSIONAL EXPERIENCE

MONOGRAM CREATIVE CONSOLE

Toronto, ON

Software Engineering Lead

August 2023 - Current

- Designed, implemented, and shipped a RESTful API responsible for synchronizing user licenses across multiple platforms (AWS, Keygen, Shopify) for over 3000 monthly active users
- Architected and implemented a screen pixel rendering web application to enable increased prototyping speed (React, TypeScript, NodeJS)
- Spearheaded a project to convert the backend codebase from JavaScript to TypeScript for increased application stability
- Responsible for managing release timelines and releasing builds on a regular basis (GitHub Actions, AWS S3)
- Acted as a first point of contact/mentor for co-op students, and guided students through onboarding, questions, and technical roadblocks, resulting in co-ops successfully implementing at least one high-impact feature within their 4 month term

MONOGRAM CREATIVE CONSOLE

Toronto, ON

Full-Stack Software Developer

August 2021 - August 2023

- Successfully implemented and maintained analytics tracking for approximately 3000 monthly active users (Amplitude)
- Researched and investigated novel feature implementations with 3rd party APIs, and collaborated with external developers to achieve and maintain reliable real-time interactions across 10+ plugins over multiple releases (Adobe Photoshop UXP, Adobe Lightroom Classic, Adobe Premiere Pro, Capture One, and others)
- Continually maintained existing software while balancing the needs of multiple parties resulting in a 90% reduction in weekly customer support issues over 1.5 years (Qt, C++, QML, JavaScript, NodeJS)

MONOGRAM CREATIVE CONSOLE

Kitchener, ON

Software Development Co-op

May 2019 - August 2020

- Communicated with stakeholders to design, implement, and ship multiple new features for the Monogram Creator application platform
- Led the implementation of a UI/UX redesign for the Monogram Creator app in order to accommodate new hardware technology and improve overall user experience (Qt, C++, QML)

QUEEN'S UNIVERSITY

Kingston, ON

Teaching Assistant

September 2018 - April 2019

- Held tutorial sessions, proctored exams, graded student assignments and tests, and answered student questions for Data Structures (CISC 235) and Introduction to Computer Science (CISC 101) classes

PRACTICALGENOMICS

Sudbury, ON

Software Developer (Contract)

May 2018 - August 2018

- Created an application used in clinical tests to analyze sequencing data from next-generation sequencing (NGS) machines to determine sequences that are unique to each patient's cancer, and assist doctors in diagnosing thousands of patients across Ontario (Samtools, HTSJDK, Java)

EDUCATION

UNIVERSITY OF TORONTO

Toronto, ON

UI/UX Professional Certificate

March 2023 - August 2023

QUEEN'S UNIVERSITY

Kingston, ON

Bachelor of Computing Honours (Software Design)

September 2016 - April 2021

SKILLS

- Technical Skills: JavaScript/TypeScript, Qt/QML (Qt Framework), NodeJS, C++, Git/GitHub, Yarn, Jest, AWS, RESTful APIs, Postman, OpenAPI, HTML, CSS, React, Python, Java, Figma, FigJam, UXP, CEP, ExtendScript, Redux, JSON
- Soft Skills: Adaptability, Collaboration, Communication, Organization