Liam McFadden

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Technical Skills

`React` `AngularJS` `Vue.js` `C# (Unity)` `Illustrator` `Python` `Django` `Flutter` `Bash`

Relevant Experience

Software Engineer — **Pittsburgh, Pennsylvania**
TrademarkVision, now a part of Clarivate Analytics — **Aug. 2018 to Jun. 2020**

– Lead development of a SaaS product through beta and release, triaging daily bugs and feature requests from 100s of clients
– Implement well-tested frontend features and fix bugs in a large corporate Angular-based product, as part of a Scrum team
– Build and maintain Vue-based frontend for a SaaS product during initial development, beta testing, and deployment
– Respond to and fix urgent frontend bugs during client usage (oftentimes in the middle of the night)
– Implement a JIRA Service Desk to improve bug and feature tracking and triaging, saving ~1 hour/day developer/client time
– Develop a Scrum-like 2-week release cycle to reduce breaking changes and manage client feature expectations
– Implement features in, debug, and write tests for the backend of a Django-based REST API with 1000s of users
– Talk to and learn from the Founder/CEO via monthly one-on-ones as the company transitions from startup to acquisition

Protein Molecular Dynamics Research Assistant — **Barcelona, Spain**
Computational Science Laboratory — **Sept. 2020 to Aug. 2021**

– Build a multi-page lab website using Jekyll and GitHub Pages – 🔗

iGEM Team Member — **Pittsburgh, Pennsylvania**
Pitt 2017 International Genetically Engineered Machine Team — **May 2017 to Dec. 2017**

– Create animated interactive Wild West-themed website primarily based on HTML 5 Canvas – 🔗

Personal Projects

Improved Seasonal Job Search - 🔗
Map-based search for US seasonal visa jobs, built with React, Redux, and Material UI

WEMsite Personal Website - 🔗
Basic design and animations for personal website, built with React and React-Spring

Javascript Spiking Neural Network - 🔗
Simulation and visualization of spiking neurons, built with vanilla Javascript

Unity Spiking Neural Network - 🔗
Simulation and visualization of spiking neurons, built in Unity (C# and HLSL)

12Tango Studio Management - 🔗
Simple calendar application for iOS, written in Flutter

Education

Master's Degree in Computational Biomedical Engineering — **Pompeu Fabra University, Barcelona**
Thesis: Learning to Coarse Grain Protein-Protein Interaction with Neural Network Potentials — **Sept. 2020 to Aug. 2021**

B.Eng. in Bioengineering, B.Sc. in Neuroscience — **University of Pittsburgh, Pennsylvania**
Double major, both Cum Laude — **Aug. 2014 to Apr. 2018**

Venture for America Fellow — **Pittsburgh, Pennsylvania**
Entrepreneurship-focused professional development program — **Apr. 2018 to Jun. 2020**

Entrepreneurship and Innovation Management Program — **Berlin School of Economics and Law, Germany**
Theoretical and project-based study abroad program — **Jul. 2016**

Languages

`Spanish – B2` `German – A2` `English – Native`