

# Liam McFadden

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## Technical Skills

React

Redux

Vue.js

AngularJS

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 (sometimes 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

### WEMSpace Website/Room -

Space built in Unity, with laptop UI in React, assets made in Google Blocks, animated in Masterpiece Motion

### 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

Entrepreneurship-focused professional development program

Pittsburgh, Pennsylvania

Apr. 2018 to Jun. 2020

### Entrepreneurship and Innovation Management Program

Theoretical and project-based study abroad program

Berlin School of Economics and Law, Germany

Jul. 2016

## Languages

Spanish – B2

German – A2

English – Native