Liam McFadden

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Drag me! 🖐

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 - 🔗
Personal space built in Unity, with laptop UI in React

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`