

Sean McQuaid

Software Engineer

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Professional Experience

Chick-fil-A

Software Engineer II, Quality Engineering

December 2020 - Present

Software Engineer I, Quality Engineering

May 2019 - November 2020

- Working on an agile team to implement new features and maintain existing features related to Ordering for the CFAOne App
- Developing REST APIs in Java/SpringBoot for our customer facing Location and Menu services
- Writing Integration and E2E tests in Java using tools such as SerenityBDD, Appium and Applitools
- Innovating a Proof of Concept to demonstrate the business value in using Native Tooling for our E2E testing strategies for both Android and iOS with Kotlin and Swift
- Created dashboard for the Customer Technology Solutions team with React that displays various Lab Configurations for each of our QA locations
- Collaborated with the Quality Engineering team to create a more efficient and targeted testing process that lead to less time spent developing new features across the entire CFAOne App feature teams

Personal Projects

Web Fake Book

[Client Repo](#) | [Server Repo](#) | [Live Demo](#)

- Built a Web solution to a huge problem for college music students, having free access to chord changes for jazz standards with MongoDB, Node.js, Express, React and TypeScript.
- I used this project as an opportunity to solidify my TypeScript architecture practices and CI/CD skills. I created my own CI/CD pipelines that utilized my unit and E2E tests on PR review to give a clear indication that I didn't introduce any breaking changes when implementing new features on both the Front and Back End.

EDH Pod Generator

[Client Repo](#) | [Server Repo](#)

- Developed a tool for easily creating Magic the Gathering play groups for my weekly virtual game nights with Vue.js, JavaScript, Java, SpringBoot and PostgreSQL.
- I decided to focus this project on learning more about Vue.js and writing APIs with Java/SpringBoot to continue to sharpen my skills for my current role. I wrote an algorithm that takes in a list of players, and groups them into roughly equal sized playgroups at random. This definitely has made my weekly game nights much easier to organize!

Software Development Skills

Front End

- JavaScript, React.js, Redux.js, HTML, CSS, Sass, React Native, TypeScript, Angular, Vue.js, Svelte, Web Sockets, Cypress.io, Jest, Enzyme, React Testing Library, Vue Testing Library, Appium

Back End

- Node.js, Express, Python, Java, SpringBoot, MySQL, PostgreSQL, MongoDB, DynamoDB, GraphQL, Web Sockets, SerenityBDD, Mocha

DevOps

- GitHub Actions, DataDog, Splunk, AWS, Heroku, Jenkins

Certifications

Certified Cloud Practitioner - Amazon Web Services

November 2019

Education

DigitalCrafts | Atlanta, GA

November 2018 – March 2019

- Certification of Full Stack Web Development

SUNY Purchase | Purchase, NY

August 2015 – May 2017

- Master of Music in Jazz Studies

SUNY Potsdam | Potsdam, NY

August 2011 – May 2015

- Bachelor of Music in Music Business