



TIM MCMAHON

front-end engineer



LINKS



tfmcmahon.com



linkedin.com/in/tfmcmahon



TECHNOLOGY

- JAVASCRIPT / TYPESCRIPT
- REACT.JS
- REDUX
- MATERIAL-UI
- STORYBOOK
- HTML
- CSS
- NODE.JS
- GIT



CONNECT



tfmcmahon@gmail.com



561 602 0440



Chicago, IL



PROFILE

Front-end engineer with experience building React-based web applications. Responsible for pivotal contributions to products which both accommodate client needs and increase the breadth of core functionality. Eager to join a team on which I can utilize my growing TypeScript-based technical skill set.

Extensive experience collaborating with others to achieve the highest quality results within project deadlines, regularly navigating and overcoming challenges and obstacles. Comfortable working alone or with a team on multiple projects concurrently.



EXPERIENCE

• FRONT-END ENGINEER // KIN + CARTA, JUN 2021 - CURRENT

Demonstrate: present project progress to client, internal, and third-party leads. Comfortable in an internal or external stake-holder facing role; both receiving and implementing feedback.

Ship: write and deliver well-commented, maintainable, reusable code with minimal defects. Thrive in both independent and team environments.

Collaborate: participate in deliverable time estimation. Conduct informative code reviews, focusing on constructive feedback and team growth.

Learn: continuously develop technical skill set while working across multiple projects. Including getting up to speed quickly and coding in Redux, GraphQL, Storybook, Gatsby.js, PatternLab, and Contentful.

• FRONT-END ENGINEER // SUPPLYHIVE, OCT 2020 - MAY 2021

Build: responsible for the design and development of supplier management tools for several Fortune 50 clients. Comfortable in a client-facing role; both receiving and implementing feedback.

Adapt: help back-end workload distribution by learning and producing database schemas and API code in Node, Sequelize, and PostgreSQL.

Grow: leverage strong knowledge in TypeScript, React (hooks and context), and Material-UI to create, debug, and refactor core features of the product.

• SENIOR CGI ARTIST // GIANNINI CREATIVE, OCT 2008 - OCT 2020

Collaborate: worked directly with ad-agency art directors to create artwork to meet or exceed expectations of end-clients, including Intel, Nike, Travelocity, Allstate, Samsung, and Wal-Mart.

Lead: hired and motivated artists. Planned, followed-up, and evaluated deliverables in order to ensure project objectives were met.

Excel: started as an intern in 2008, promoted to CGI Artist in 2009, and Senior CGI Artist in 2015.



EDUCATION

• FREE CODE CAMP // 2019 - 2020

Full Stack Certification: JavaScript algorithms and data structures, Front-end with React and Redux, API and microservices, Information security and QA.

• FLORIDA ATLANTIC UNIVERSITY // 2004 - 2008

Bachelor of Fine Arts: Computer Arts in Animation with a specialization in character rigging Honors - Magna Cum Laude (GPA 3.8 / 4.0).