KEVIN MCDERMOTT

SOFTWARE DEVELOPER

PROFESSIONAL OVERVIEW

Having completed my honours degree and achieved a 2:1 result. I was very unclear on where I seen my career path going. This lead me into an IT Support Graduate role were I received various training on how to become a IT support engineer.

Having not found this to be the career path that was for me I returned again to education, this time taking on a 16 week intensive Software Development course at CodeClan which has built on what I have already learned during my degree course and then built on top of that giving me the tools I need to get myself into the career path I now feel I want to be on now that I am older.

Starting my first role as a Full Stack Developer, I have hit the ground running and I am continuing to broaden my knowledge and learn more technologies and languages.

TECHNICAL SKILLS

JavaScript	MySQL
React	DynamoDB
Vue	AWS
Express	Perl
Node	Microservices
MongoDB	Java
PostgreSQL	Spring
WebPack	Ruby
Web API's	Linux(Ubuntu)

DEVELOPMENT EXPERIENCE

Full Stack Developer

TRAVELTEK LTD JAN 2020 - PRESENT

- Working in the Maintenance team as a full-stack developer working to SLA time scales troubleshooting and bug-fixing work as we migrate customers to AWS.
- Working mostly in Perl, I have had exposure to a large scale AWS migration project moving a Monolithic app into a Micro Service based App.
- As I had never previously worked in Perl, I have been learning quickly as I work, continually trying to improve myself.
- Working in an Agile method with daily stand-ups.
- Exposure to working with Git and GitHub with both small and large changes being committed from Day 1.
- Deploying code using AWS CodePipeline as our CI/CD method.

University of the West of Scotland

BSC(HONS) COMPUTER GAMES DEVELOPMENT, 2012 - 2015

- Graduated with a 2:1 degree.
- Topics covered includes
    - *Mobile and Web Development (HTML5 and Javascript, PhoneGap Android development)*
    - *Business and Marketing*
    - *Working as an individual but also in teams.*
    - *Academic Research*

CodeClan Glasgow

PROFESSIONAL SOFTWARE DEVELOPMENT, 2019

16 week intensive course exposing myself to several different technologies and coding languages including:
- *Ruby/Sinatra*
- *PostgreSQL*
- *JavaScript/Vue/Express/Webpack*
- *MongoDB*
- *Test Driven Development(Mocha, MiniTest, JUnit)*
- *Java/React*
- *Web API's*

Working on Solo and group projects also seen me exposed to agile methodologies using some of the following techniques:
- *Scrum*
- *Trello/Kanban*

PROJECTS

HOTELIO - HOTEL BOOKING APP

- Full-stack group project written with a Java Back-end and React Front End.

Created using:
- *Java*
- *Spring*
- *PostgreSQL*
- *React*
- *FullCalendar.js*
- *React-Bootstrap*

- Tasked with creating a full stack app that would allow hotel staff to track frequent guests and room bookings and analytics..

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SHARE TRACKER APP

- Full-Stack group project web application written in Javascript.

Created using:
- *Vue.JS*
- *Express.JS*
- *MongoDB*
- *WebAPI*
- *HTML/CSS*
- *HighCharts*

- Given a brief were an avid stock market user wanted a manageable app that would allow them to keep track of their shares(add/remove shares) and be able to check the price of them while being able to look at market trends.

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GYM MANAGEMENT APP

- Solo web application written in Ruby.

Created using:
- *Sinatra*
- *PostgreSQL*
- *HTML/CSS*

- Tasked with creating a program that would allow a gym manager to add and remove members, classes and book members into the classes.

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OTHER DEVELOPMENT AND EMPLOYMENT HISTORY

Backup and Recovery Engineer

DXC TECHNOLOGY , NOV 2015 - JULY 2019

- Initially joining as part of the Technical Graduate Program due to my University grade, I found myself working in a Backup and Recovery Engineer role very quickly in a very fast paced environment.
- Responsible for providing support, provisioning, maintenance and administration on several government departments' IT infrastructure.
- Day to day support of Tape Libraries, monitoring Data Backups and liaising with various support teams and team leads.
- Attending meetings with various team leads and delivery managers in order to pinpoint key successes and failures of current and future projects.
- Ensuring as close to 100% uptime as possible and responding to requests and incidents within SLA timelines set out by the company.
- Exposure to the day to day running of a large scale enterprise environment.
- Working in both test environments but also working on live customer data, backing up and restoring problem data on demand in real time.

Reid Kerr College

HNC COMPUTER GAMES DEVELOPMENT, 2010 - 2011

- Attained an A grade for Graded Unit
- Topics covered includes
  - *C# Programming using XNA*
  - *3D animation*
  - *Project Management*
  - *Level Design and Scripting in Unreal Engine*

GET IN TOUCH WITH ME

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