

Liam J. McKane

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PROFESSIONAL EXPERIENCE

Quality Engineer

Alarm.com | July 2022 - Present

- Developed and implemented scripts in a Java testing application that integrated with company API and Android Debug Bridge (ADB) to automate push notification latency testing for all current and future video doorbell systems.
- Led cross-functional software and hardware testing initiatives for over 1 million Skybell and VDB770 video doorbell devices, improving performance through rigorous thermal battery, device integrity testing, and issue resolution for dealer concerns.
- Optimized package alerts and perimeter guard functionalities on VDB770, ensuring enhanced user experience through detailed system integration and automated testing.
- Spearheaded end-to-end testing for the new Relay Panel Notifications feature, collaborating with software developers and hardware teams to ensure complete test coverage, including both backend and frontend evaluations.
- Conducted testing, validated data flows between systems, and formulated documentation to ensure seamless updates for customer agreement terms for the video feedback feature.
- Directed Sunflower Labs security drone integration, leading live and simulated environment testing, coordinating results with stakeholders, and ensuring agile issue tracking and resolution.

Software Engineer Intern

MicroStrategy | May 2021 - August 2021

- Developed a robust developer portal using HTML, CSS, JavaScript, and static site generators such as Eleventy, Jekyll, and DocFX, improving code documentation and user engagement.
- Collaborated in an Agile team environment utilizing Scrum methodologies to manage sprints and deliver features within tight timelines.
- Participated in bi-weekly hackathons focused on data analysis and utilizing internal tools.

PROJECTS

RobotX Maritime Challenge

- Collaborated with a multidisciplinary team to design a UAV capable of autonomous navigation and object retrieval for the WAM-V.
- Developed a self-leveling platform subsystem using Arduino and C++, contributing to the system's precision and stability for UAV landing.

FPGA Design with VHDL Project

- Created a ping-pong game using VHDL and Xilinx Vivado, displaying real-time gameplay on a monitor via VGA output.
- Integrated physical board switches for controlling the ball's movement speed, direction, and starting coordinates, with real-time scoring displayed via a seven-segment display.

EDUCATION

George Mason University

Bachelor of Science in Computer Engineering | August 2018 - May 2022

TECHNICAL SKILLS

Languages: Python, C/C++, Java, SQL, VHDL, Verilog, JavaScript, HTML, CSS, Markdown, MATLAB

Software: Git, Visual Studio, Postman, JMeter, PSpice, Inventor, Jira, Confluence, Wavefront, Wireshark, Bitbucket

Operating Systems: Windows, UNIX, LINUX, macOS