

LIAM KENNA

FULL STACK SOFTWARE ENGINEER
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EXPERIENCE

BambooHR / 2022 - Current

Senior Software Engineer

- Led multiple initiatives including the recreation of Welcome products in the BambooHR codebase.
- Served as Scrum Master, running meetings and helping unblock work for the entire team.
- Learned a new language to contribute full stack and make meaningful contributions quickly.
- Helped onboard new employees and provided support/mentorship for teammates.
- Wrote extensive documentation of projects and products to support cross team collaboration

Welcome / 2021 - 2022 (Acquired by BambooHR)

Senior Software Engineer

- Provided and received specific constructive feedback through PR reviews, pairing sessions, and open dialog with other engineers
- Built and maintained services to calculate and communicate compensation values for end users.
- Created clean and maintainable UIs, matching designs and advocating for changes when it would contribute to product quality.
- Helped lead initiatives to update and refactor less current portions of the application, increasing reliability and speed of feature work.
- Learned a new language to contribute to Back End code and make meaningful contributions quickly.
- Authored end-to-end test suites to improve confidence in releases and support increased release cadence.

Lumina / 2020 - 2021

Lead Software Developer

- Rapidly built an elegant and reliable customer facing web portal for order and delivery of custom videos.
- Rebuilt administrative portal including fully featured file management system utilizing third party storage.
- Restructured GraphQL API for improved maintainability and security.
- Quickly learned and made large scale contributions to Lumina's proprietary video creation engine.
- Adjusted task priority to meet moving needs, consistently exceeding stakeholder expectations for speed from request to delivery.
- Provided and received specific constructive feedback through PR reviews and open dialog with other engineers.

SightWorks / 2020

Software Developer

- Authored complete mobile applications using Flutter/Dart for deployment to iOS and Android matching designs precisely.
- Implemented clean state management and project structure to ensure readable and self documenting code.
- Worked within multiple generations of a legacy platform to increase reliability and add features.
- Audited and refactored platform components for accessibility.

Freelance / 2017 - 2020

Software Engineer

- **Financial Reporting Dashboard:** Sales analysis and comparative weather tracking utility calculating and displaying data via APIs.
- **Labor Tracking Utility:** App to digest bulk labor and transaction data into a report with labor/revenue broken down by hour/location.

Stumptown Coffee Roasters / 2003 - 2019

Training/Communication Manager

- Created/maintained multiple internal communication sites, E-learning platform, and internal communication newsletter
- Oversaw continuing education of staff nationally, creating training videos and SOP/how-to documents
- Handled project management for new programs, consistently delivering ahead of deadlines
- Served previously as Education Coordinator & Tasting Bar Manager

ADDITIONAL EXPERIENCE

Doodles Academy - Web Developer (Volunteer): 2019-Present
OMSI Science Pub: Presenter 2016
Feast Portland: Presenter 2014/15 & Panel member 2012/14

TOOLS

TypeScript, React, JavaScript/Node, PHP, Ruby, Python, Dart/Flutter, Rails, SQL, GraphQL, HTML, CSS, Git, JIRA

RELEVANT EDUCATION

Epicodus - Ruby/React

- Full-time, 27-week full stack program polishing technical skills through pair-programming and group projects

References available upon request