Kenny McKeown

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Personal statement

Software developer with 12 years experience in audio engineering. Having recently discovered a new passion for coding and technical learning, I am now looking for a role that allows me to combine both areas of creativity whilst striving for continuous development. I am inspired to continue expanding my technical skillset, to work on complex and interesting software applications and put my technical experience to use in a collaborative team. I bring a technical mindset as well as strong interpersonal, fault finding and problem solving skills to a team and I am motivated to work with my peers to achieve a common goal.

Key Skills and Languages

Python, Flask, PSQL, JavaScript, Mongodb, Java, Spring, React, HTML, CSS, NodeJS, Test Driven Development, SOLID principles, RESTful workflows and REST API's, Adobe XD

Communication, Leadership, Time Management, Problem Solving/Fault Finding, Working Independently or as part of a Team, Learning New Languages

Work Experience

CodeClan - Professional Software development
October/2020 - February/2021

Responsibilities & Achievements
CodeClan - Professional Software Development. This is a 16 week intensive course where I completed modules on Python, JavaScript and Java. The fast pace of the course has meant learning to code and adapting to new languages quickly, a skill I will take forward into any role.
The projects below display my progression as I grew as a software developer and learned new skills from the first week through to week sixteen of the course.

CodeClan Projects
Each of the projects below were completed within a week.

Python Project - https://github.com/C1V1L14N/python_project_comic_shop
This is my very first outing in coding. It is a basic application that would allow a comic shop employee or owner to track their inventory. Although the scope of the project is very small, this is where I learned fundamental aspects of coding. This was my first introduction into employing RESTful routes, persistent data amongst many other coding practices.

Cosmodex - https://github.com/robbobby/the-curly-boys-space-adventure
Cosmodex is a Vue framework application I created as part of a team in our first group project at CodeClan. The focus of this project is the use of Vue with JavaScript for the front-end and Mongodb for the back-end. The application pulls data from a solar system API that we sorted and displayed in a simple but effective front end. The Cosmodex included animated buttons and planet icons that were designed and built from scratch. We also had a complete solar system simulation that was animated in pure CSS.

Shop Local Project - https://github.com/C1V1L14N/final_project_frontend is an application built in React with Javascript with a Spring back-end using Java with the IDE IntelliJ. The brief was to create an application that allows local businesses that are suffering from restrictions due to Covid-19 to be able to provide customers with appointments for services or time slots to be able to visit shops when it becomes safe to do so. In this project I was responsible for designing and styling the user interface. I took inspiration from similar themed sites such as Just Eat, Etsy and Amazon. The main idea I wanted to commit to in our project was to recreate a boutique or small retailer feel to the site rather than overloaded pages like the bigger retailer sites.

Personal Project - https://github.com/C1V1L14N/gpwl
Guitar Pedal Wish List is an ongoing personal project I have taken on in my spare time. I have a passion for guitar effects and used this to theme an application that would allow me to hone my skills from the front end to the back. The idea is that the user can enter details of a specific make and model of effect pedal and display all entries in a list. Entries on the wish list can be prioritised high, medium or low depending on the users desire or alternatively they can be marked owned. This gives the opportunity to be able to return various categories of data from the database.

Assistant Technical Manager, Horsecross Arts
January/2016 - October/2020

Responsibilities & Achievements
Horsecross Arts are a community focused arts organisation that caters to the public through their two venues, Perth Theatre and Perth Concert Hall.
My responsibilities as Assistant Technical Manager included recruitment, training, scheduling, advancing/planning for incoming productions to ensure the venue met their needs and operating sound and lights on performances.
I directly managed a team of 20+ individuals who made up our crew team that were responsible for setting up the venue as per the requirements of incoming clients and visitors.

Freelance Sound Engineer, Sound Acoustics
February/2008 - January/2016

Responsibilities & Achievements
Freelance sound engineer responsible for the planning, set up and operation of sound systems for theatre, live music, corporate events in various environments throughout the UK.

Qualifications

Scottish Qualifications Authority
2003 - 2005
HND Music and Audio Technology *(Pass with Merit)*

Interests

Music, Skateboarding, Gaming, Tech, Gadgets.