PATRICK J. OLENDER

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Graduating senior in computer science with experience in software engineering, development operations, machine learning, and data analytics. Passionate about innovation and learning at every possible moment.

Education

University of Colorado at Colorado Springs   **Expected Graduation 12/2022**
Bachelor of Arts – Computer Science   GPA: 3.771/4.000

Technical Skills

Languages: C++, Python, Java, SQL, Ruby, HTML, CSS, Bash, Shell Scripting, Perl, R, Lisp
Programming: Version Control, Data Structures, Algorithms, Machine Learning, Object Oriented Programming
Web Technologies: MVC, API, REST, Django, Bootstrap, Heroku, Spring Framework, Spring Boot, Ruby on Rails
Databases: PostgreSQL, MySQL, SQLite3, JSON
Business Tools: Jira, Confluence, Git, GitHub, Scrum, Kanban, Zenhub, LaTeX, Microsoft Teams, Zoom
Machine Learning: Deep Learning, Clustering Algorithms, Tensor Flow, Keras, PyTorch
Programming Interfaces: Spotify, Amazon Selling Partner, Etsy, ShipStation, BigCommerce

Work Experience

Software Engineer & Integration Intern, Northrop Grumman – Colorado Springs, CO   **05/2022 – Present**
Developed mission-critical software to handle real-time satellite and missile data. Worked with Government representatives to build requirements and process and fix bugs found in existing software version releases.
- Created software features following contractual design specifications.
- Integrated software patch files using Git to create new baseline version releases that were deployed to customers.
- Resolved mission critical bugs found in software baseline versions on an accelerated timeline.
- Generated professional documentation to reflect software changes

Software Engineering Teachers Assistant, University of Colorado – Colorado Springs, CO   **08/2022 – Present**
Mentored Students on software engineering topics and assisted in developing lesson plans and assignments to better suit all learning styles.
- Developed ARM and x86 Docker container environments for a more consistent student workspace
- Performed lectures on software version control (Git, GitHub) and current industry development methodologies
- Designed more effective learning material and assignments using the Ruby on Rails web framework.

Backend Software Engineer Intern, Backcountry.com– Salt Lake City, UT (Remote)   **05/2021 – 08/2022**
Member of a small international agile team in a fast-paced development pipeline assisting in the modernization and efficiency enhancement of backend APIs for a large-scale e-commerce platform.
- Developed enterprise Java code to handle more than 5 million annual requests and transactional emails.
- Analyzed legacy Perl code to develop API endpoints using the Model View Controller (MVC) architecture pattern.
- Produced new PostgreSQL database interactions using 100+ tables of customer data.
- Collaborated with international team members in Costa Rica and Pakistan.

Research and Projects

Machine Learning – Multiclass Natural Language Processing, Sentiment Classification Model Defense   **Spring 2022**
- Researched modern attack methods and scenarios for attacking machine learning models.
- Generated, collected, and analyzed perturbed sentiment data for attack simulation.
- Executed neural model attacks, and documented observations and results.

Deep Learning – Optimized Chromosome Structure Generation with 3D Convolutional Neural Networks   **Spring 2022**
- Designed a theoretical reinforcement learning algorithm to predict optimal 3D chromosome structures.
- Developed knowledge of deep learning frameworks and architecture patterns.
- Applied conceptual machine learning technologies to real-world data sets.