

PATRICK SHANNON

SOFTWARE DEVELOPER

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> SUMMARY

Enthusiastic and focused web developer with experience coordinating, planning, and supporting daily operational and administrative functions. Known as a team player with a strong desire to contribute to work efficiency. Willing and able to learn new systems and adapt to changing environments. Strengths in Javascript and Back End Development.

> SKILLS

TECHNICAL: Various Programming Languages, Object Oriented Programming, Single Page Applications, Web Template Engines, Back-end Web Frameworks, Relational Databases, Network Administration, Various Networking Protocols, Version Control Software, Web Security

GENERAL: Skill Acquisition, Research and Development, Communication, Administrative Support, Technical Support

> PROJECTS

Project Siera (demo available on request)

Current

An attempt to make the game I've been wanting to make since High School

- Express.js and MongoDB based server
- Game is multiplayer in the sense that multiple people can interact with the server without hiccups
- Deployed on personally managed home server

ZenBin (<https://github.com/p-shannon/zenbin>)

Wanted a way for writers and diary owners to experience the same benefits artists do from using a Buddha Board

- Express.js and psql based stack
- Created a back end server with full CRUD functionality
- Managed time-stamping for various calculations including the fading away of posts

Elementary OS's Website (<http://www.elementary.io>)

An open sourced website for an open sourced operating system

- php and nginx based stack
- Completed long outstanding low priority issues to gain familiarity with the code base
- Communicated openly and politely with collaborators to understand the best approach to solve problems

Turn-based Combat Tech-Demo (<https://p-shannon.github.io/rpgtechdemo>)

Always wanting to make a turn based game, I created an engine to run turn based fights in the browser.

- HTML, CSS, and Javascript based Single Paged Application
- Followed object oriented programming paradigms keeping the global namespace as clear as possible
- Implemented several pseudo databases allowing game content to be scaled with ease

> EXPERIENCE

GENERAL ASSEMBLY - WEB DEVELOPMENT IMMERSIVE

New York, NY

Web Development Fellow

Sept. 2017 to Dec. 2017

- 600 hours full-time immersive program
- Managed and contributed to various git repositories in a conducive and constructive manner
- Created project boards for works in progress for 2 projects improving work flow automation
- Provided technical support for peers when possible as well as encouraging peer dependence, improving peer productivity, morale and trust
- Awarded the "Commitment to Service" award for taking pleasure in making efforts to make the work environment more comfortable and happier for everyone without sacrificing productivity