Patrick J. Hosking

PROGRAMMING SKILLS

- C#
- Unity Engine
- SQL
- C++
- AI
- Linux / UNIX
- Java
- HTML / CSS

OTHER SKILLS

- Communication
- Problem Solving
- Leadership
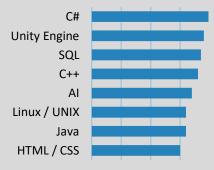- Teamwork
- Amenability
- Spreadsheets
- Organization
- Project Planning

CONTACT INFORMATION

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WEBSITE
https://www.pathosking.com

EDUCATION

Monroe Community College, Rochester, New York | 2014 – 2015
Field of Study; Computer Science
Officer of the Electronic Gaming Society

Erie Community College, Buffalo, New York | 2015 – 2016
Field of Study; Computer Science, Liberal Arts

State University of New York at Fredonia, Fredonia, New York | 2016 – present
Field of Study; Computer Science

FREELANCE

Spreadsheet Development and IT Assistance | 2017 – present
- Co-authored spreadsheet series for multi-organization client
    - Sheets automated and streamlined to enhance productivity and efficiency
    - Worked in a consultant capacity; ensured program's continued success

PROJECTS

AI Pathfinding Demonstration Application | 2017
- Programmed using C++
- Created a small application to demonstrate different pathfinding approaches
- Utilizes various Microsoft Windows features in order to better display results

Machine Learning with Unity and TensorFlow | 2018
- Programmed using C#
- Created two experimental scenarios to test reinforcement learning
- First scenario mimicked a dog returning to their owner
- Second scenario involved an agent pushing a box out of a designated area

INTERESTS

Database Design and Management
- Enjoy many facets of working with data, from spreadsheets to SQL databases

Artificial Intelligence
- Enjoy researching and implementing various A.I. agents

Video Game Development
- Officer of Electronic Gaming Society; Monroe Community College
- Enjoy creating small video games, primarily using the Unity Engine

Hiking
- Take small day trips to various parks to explore

Cooking
- Enjoy cooking healthy meals and tasty
- Researching automated plant cultivator for a D.I.Y. project

REFERENCES

Available upon request.