

# Patrick Williamson

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<https://github.com/Patnonymous> | [Portfolio Site](#)

## EDUCATION

<b>Mohawk College of Applied Arts and Technology</b> <i>Ontario Colleges Advanced Diploma in Software Development</i>	Ontario <i>Jan. 2019 – Feb. 2022</i>
<b>Mohawk College of Applied Arts and Technology</b> <i>Ontario Colleges Diploma in Software Support</i>	Ontario <i>Jan. 2019 – Feb. 2021</i>

## EXPERIENCE

<b>Full Stack Web Developer   Support Developer</b> <i>Terentia</i>	May 2021 – Dec 2021 <i>Toronto, Ontario</i>
<ul style="list-style-type: none"><li>• Hit the ground running and immediately consulted with team leads and developers to get up to date on new codebase components</li><li>• Collaborated with lead designers to implement frontend pages according to stakeholder specifications</li><li>• Implemented multiple new pages and components, and other components which hooked into existing pages</li><li>• Worked on bug fixing tickets to isolate and patch client and server issues</li><li>• Added new backend API endpoints according to existing endpoint standards and practices</li><li>• Developed local Python scripts that allowed for mass migration of asset files from folder locations</li></ul>	
<b>Full Stack Web Developer</b> <i>Terentia</i>	Oct. 2020 – Dec. 2020 <i>Toronto, Ontario</i>
<ul style="list-style-type: none"><li>• Refactored pages and components from boilerplate code to be fully functional</li><li>• Consulted design documents to implement frontend pages according to specifications</li><li>• Worked with project lead to research, choose, learn, and implement FeathersJS backend framework</li><li>• Worked with project lead to implement and establish the first API endpoints</li><li>• Participated in educational meets with the CEO to fully understand what composes a Digital Asset Management system</li></ul>	

## PROJECTS

<b>SmiBuilder</b>   <i>NodeJS, Vue, Nuxt, SQL, Microsoft Azure</i>	2022
<ul style="list-style-type: none"><li>• Developed a client plus API web application that allowed users to plan character builds for a game</li><li>• Styled using CSS plus Bootstrap, with a focus on ease of use</li><li>• Implemented authentication and authorization using JWT</li><li>• Multiple account types allows for different levels of authorization</li><li>• Has a logging system which allowed Admins to view statistics such as most used items and characters</li></ul>	
<b>WifiWizard</b>   <i>Unity, C#, Python, Blender</i>	2021
<ul style="list-style-type: none"><li>• Developed an educational game for the networking department of Mohawk College</li><li>• The goal of the game is to allow players to place internet access points and visualize the range</li><li>• Features full 3D graphics, movement and an inventory system</li><li>• Implemented a score exporting system and processor using Python</li></ul>	

## TECHNICAL SKILLS

**Languages:** Python, SQL (SQL, MySQL, Postgres, PL/SQL), Javascript, HTML/CSS, C# (.net), Java  
**Frameworks:** Node.js, Vue (Nuxt), Angular, React, Django, WordPress, ExpressJS, FeathersJS  
**Developer Tools:** Git (Github, Sourcetree), Microsoft Azure, Jira, VS Code, Visual Studio (2019, 2022), Pyzo, PyCharm, Eclipse, IntelliJ  
**Libraries:** pandas, NumPy, Matplotlib, luxon, unittest