

Patrick Williamson

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

EDUCATION

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

EXPERIENCE

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

PROJECTS

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

TECHNICAL SKILLS

Languages: Python, SQL (SQL, MySQL, Postgres, PL/SQL), Javascript, PHP, 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