

# Patrick Williamson

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

## EXPERIENCE

### Full Stack Web Developer

May 2021 – Dec 2021

*Terentia*

*Toronto, Ontario*

- Implemented new pages and components according to Figma designs using Vue.js, Javascript, Bootstrap and SCSS resulting in new functional pages
- Created new API endpoints using FeathersJS according to existing code standards which gave the application new and updated functionality
- Built a local application in Python which connected to our API and allowed developers to batch migrate extremely large asset repositories
- Used Google Sites to document pages and components for new team members to increase onboarding efficiency
- Joined meets with new team members to discuss the pages and systems I worked on which cleared up any questions they had

### Full Stack Web Developer

Oct. 2020 – Dec. 2020

*Terentia*

*Toronto, Ontario*

- Refactored base HTML boilerplate pages to be functional using Vue.js, Javascript and Bootstrap
- Used Vue.js, Bootstrap and CSS to create front end pages according to AdobeXD and Figma specifications
- Worked with the project lead to help research, learn, test and implement the FeathersJS back end framework
- Created API endpoints in FeathersJS allowing for initial testing and client to server API connections
- Joined and participated in online learning sessions about the pages developers owned to increase team synergy

## PROJECTS

### SmiBuilder | *NodeJS, Vue, Nuxt, SQL, Microsoft Azure*

2022

- 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 | *Unity, C#, Python, Blender*

2021

- 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

## EDUCATION

### Mohawk College of Applied Arts and Technology

Ontario

*Ontario Colleges Advanced Diploma in Software Development*

*Jan. 2019 – Feb. 2022*

### Mohawk College of Applied Arts and Technology

Ontario

*Ontario Colleges Diploma in Software Support*

*Jan. 2019 – Feb. 2021*