Patrick Williamson

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https://github.com/Patnonymous | Portfolio Site

EXPERIENCE

Full Stack Web Developer | Support Developer   May 2021 – Dec 2021
Terentia   *Toronto, Ontario*
- Consulted with team leads and developers to get up to date on the code base, resulting in fast integration into the team
- Collaborated with lead designers to implement front end pages according to stakeholder specifications using Vue.js, Bootstrap and SCSS
- Implemented multiple new pages and components using Vue.js and Javascript which allowed them to function and connect to our API endpoints
- Hooked relevant pages and components into the state using Vue.js and Vuex resulting in persistent data where we needed it
- Used Jira to track tickets
- Implemented new API endpoints on FeathersJS according to specifications allowing for new functionality
- Built an asset migration Python app allowing for mass migration of local assets at over triple efficiency
- Used Google Sites to document pages and components for new developers to enhance onboarding effectiveness
- Joined meets with new developers when needed to discuss the pages and systems I worked on

Full Stack Web Developer   Oct. 2020 – Dec. 2020
Terentia   *Toronto, Ontario*
- Refactored base HTML boilerplate pages to be functional using Vue.js
- 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
- Participated in educational meets to fully understand what composes a Digital Asset Management system

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*