



# Patrick Vyn Badiang Smyrna, DE

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## Education

### Virginia Tech, Blacksburg VA

Expected graduation May 2026

- ❖ Major: Computer Science (GPA: 3.05)
- ❖ Relevant Coursework:
  - Cloud Software Development | Mobile Software Development

## Skills

**Programming Languages:** Java, Dart, C#, Python, JavaScript, HTML, CSS

**Libraries and Frameworks:** Flutter, Reactjs, Firebase, MaterialUi

**Source Code Management:** Github, GitLab

**Operating System:** Linux, MacOS

**Tools and Platforms:** Vercel, Figma

## Software Developer Experience

### Software Developer | Pet Cent | Personal Project | (Full Stack) Flutter

July 2024- Present

- ❖ Architected and implemented real-time data synchronization with Firebase, enhancing user engagement and data consistency.
- ❖ Integrated OpenID Connect using Google and Apple for sign-up and sign-in authentication.
- ❖ Managing the entire development lifecycle, from concept to deployment on app stores.
- ❖ Developed cross-platform mobile application using Flutter, enabling seamless user experience across iOS, Android, and web platforms.

### Web Developer | Portfolio Website | Personal Project | (Front End) Reactjs

June 2024- August 2024

- ❖ Configured a CI/CD pipeline using GitHub Actions to automate deployment to GitHub Pages, streamlining development workflow.
- ❖ Developed a comprehensive online portfolio showcasing technical skills and projects, effectively demonstrating coding abilities and accomplishments.
- ❖ Enhanced user experience by crafting an intuitive interface using Material-UI, prioritizing usability and visual appeal.

### Web Developer | Club Website | Filipino American Student Association | (Front End) Reactjs

June 2023- December 2023

- ❖ Constructed a dynamic web application using Reactjs and Material-UI to deliver up-to-date club events to 150-200 members, enhancing engagement and community building.
- ❖ Curated responsive website for various devices, ensuring optimal user experience across platforms.

### Game Developer | Personal Project | (Head Developer) Unity

June 2021 - August 2023

- ❖ Independently acquired skills in Blender and GIMP to create 3D models, UI art, and concept art for a game environment.
- ❖ Utilized Unity ScriptableObjects and data structures to enhance the game's flexibility and expandability.
- ❖ Designed and implemented a fully functional AI system, introducing dynamic "enemies" to the game environment.

## Work Experience

### Dining Service Student Employee | Virginia Tech

October 2023 - May 2024

- ❖ Worked collaboratively with team members to ensure smooth operation of dining services, including restocking supplies and supporting kitchen staff during peak hours.
- ❖ Managed time effectively to balance serving duties, cleaning responsibilities, and cooking tasks, ensuring efficient workflow and minimal downtime.

### Web Developer Officer | Filipino American Student Association

May 2023 - present

- ❖ Initiated a comprehensive overhaul of the organization's web presence with a team of two, resulting in the creation of a user-friendly website.
- ❖ Enhanced technology accessibility for members, centralizing news and information for easy access.