# Patrick Vyn Badiang  Smyrna, DE

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## Education

**Virginia Tech, Blacksburg VA**
*Expected graduation May 2026*
- ❖ Major: Computer Science
- ❖ Relevant Coursework:
  - ➢ Data Structures and Algorithms I and II | Computer Organization I | Discrete Math | Calculus I and II| Multivariable Calculus | Foundations of Physics I and II

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## Skills

Programming Languages:  Dart, C#, Java, JavaScript, HTML, CSS
Libraries and  Frameworks:  Flutter, Reactjs, Firebase, MaterialUi
Tools and Platforms: Github, GitLab, Vercel, Figma

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## Technical Experience

Mobile 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.
- ❖ Managed 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 | Filipino American Student Association | *(Front End) Reactjs*
*June 2023– December 2023*

- ❖ Built dynamic and responsive web application using  Reactjs and Material-Ui for 150-200 users.
- ❖ Integrated Google API to streamline email sign-up process and data management.
- ❖ Optimized website for various devices, ensuring optimal user experience across platforms.

Hackathon  Participant | HackViolet | (Ui Designer) *Unity*
 *February 2023*

- ❖ Led a team of three  in the development and release of a mobile fitness app within a  24-hour timeframe.
- ❖ Managed source control using GitHub and provided mentorship on GitHub and Unity to team members.
- ❖ Demonstrated effective problem-solving skills and teamwork.

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.

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## 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.