Patrick Smith

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Education

University of Connecticut, Storrs, CT
Bachelor of Science in Engineering, May 2019
Major in Computer Science and Engineering; Minor in Mathematics; Cumulative GPA: 3.45

Technical Skills

Web: React, JavaScript, (S)CSS, HTML5, REST APIs, Markdown, AsciiDocs
Backend/Scripting: Python, C#, Java, C/C++, PowerShell, Batch/Bash, SQL, MatLab
Other: Git/GitHub, Windows, Linux, MacOS, PC hardware

Experience

TRAVELERS INSURANCE, HARTFORD, CT
Associate Software Engineer, June 2019 - Present

- Rotational program to get various experience within Personal Insurance
- Year 1 - Ab Initio, Teradata/SQL, Jenkins/UCD, PowerShell. Used Ab Initio and Teradata as an ETL tool to consume and manipulate data used for analytics further down the data stream in order to make business decisions.
- Year 2 - React/JavaScript, C#, PowerShell. Worked on an application used by agents to quote and issue insurance policies. Helped with conversion from custom-made framework to React.

UCONN INFORMATION TECHNOLOGY SERVICES, STORRS, CT
Support Specialist Lead, May 2016 - May 2019

- Re-imaged and set up computers for faculty members to maintain/improve faculty productivity
- Created an electron app to graphically run a PowerShell script. The script was used for automatically performing setup tasks for PCs with a fresh install of Windows.
- Troubleshooted software and hardware-related problems to reduce computer downtime

Projects

SENIOR DESIGN PROJECT, STORRS, CT
Web application/server for The Jackson Laboratory, August 2018 - Present

- Developed a web-based application which allows pathologists easy access to Copy Number Variation (CNV) calling using Whole Genome Sequencing (WGS) data to improve research.
- Application cross referenced any CNVs found with reputable clinical databases to identify CNVs widely known to be associated with disease.
- Displayed copy number variations and clinical annotations to pathologists with a user-friendly GUI.

HACKATHON EVENT, STORRS, CT
The Hackathon theme was to find/solve present-day problems involving sports and games within 24 hours, March 2018

- My team's solution was to develop a mobile application to promote recycling at sports venues. Users would place recyclables in a machine at the venue which would scan their QR code in the app. This would update their rewards in the app