

Patrick Jirele 719.459.7975 | pjjirele@gmail.com

www.linkedin.com/in/patrickjirele | <https://github.com/PatrickJirele>

Programming Languages and Skills

C++ | JAVA | Golang | HTML | Python | SQL | TypeScript | XML | Arduino | Full Stack | Windows OS | JavaScript | Git/GitHub | VIM | Microsoft Studio Apps | Virtual Box |

Education

Western Colorado University, BS Computer Science | Spring 2024 (Expected)

Major: Computer Science | Emphasis: Scientific Computing

Projects

Full Stack Blackjack Website

- I used HTML and CSS for the front end development. For the back end we used Python and JavaScript for database handling, error handling, game decisions, updating the board, and disconnections. This taught me how to handle different ideas and taught me the importance of planning before coding.

Arduino Web App Controlled Car

- Our project was an RC car controlled by a simple web application sending controls via the xbee radio module. We had 4 motors attached to the breadboard as well as light sensors to control the LED "headlights".

TIC-TAC-TOE in Java

- Implemented TIC-TAC-TOE in Java. Using a combination of GUI, server programming using sockets, and action listener programming. This was my first project of implementing a Model View Controller approach to the project.

Course Work

Implementing data structures in C++, Java, Python, Golang

- Binary Search Trees, Red Black Trees, Graphs/Maps, Doubly/Singly Linked Lists

Building basic applications using Java, C++, Golang

Understanding the world of IOT and using C++ to implement critical thinking programs in Arduino devices.

Creating Websites

- Created websites using HTML, CSS, and JavaScript.
- Server and Client side coding using python.

Predicting values based on training from machine learning algorithms in python.

Creating neural networks such as CNNs and DNNs using the TensorFlow library in python

Experience Arcitecta | Software Engineer Intern May 2023 – July 2023 (remote)

- Wrote a program to generate attractors using JavaScript and displayed them using HTML and CSS
- Planning steps, design, and GUI in Figma to efficiently start and stay on top of my work.
- Writing an XML script for books that will be uploaded and displayed to users.
- Writing an XML parser in Typescript to show data to users on an HTML page.
- Worked as a Full Stack Developer using TypeScript, HTML, and CSS

NCAA Sports | Cross Country and Track August 2020 – May 2024