

Patrick Lisiecki

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EDUCATION

City University of New York, College of Staten Island

Staten Island, NY

Bachelor of Science in Computer Science | GPA: 3.83

Expected Dec. 2024

- **Relevant Coursework:** Internet Data Communications and Security, Machine Learning, Computer Architecture, Data Structures and Algorithms, Object-Oriented Software Design (Java), Operating Systems, Database Systems

EXPERIENCE

Software Engineer Intern

Jun. 2024 – Aug. 2024

Research Foundation of CUNY - Climastry

New York, NY

- Leveraged React, Redux, and the HTML Canvas API to create a drag-and-drop interface with boundary drawing.
- Built a menu that handles CRUD operations for user-drawn boundaries and the elements dragged into them.
- Developed a file upload and retrieval system using AWS S3, Lambda functions, API Gateway, and TypeScript.
- Collaborated with a senior engineer and project manager on sprint planning and used ClickUp to track project progress and tasks.

Software Engineer Intern

Feb. 2024 – Apr. 2024

SPEAKHIRE

New York, NY

- Enhanced a career counseling platform by translating Figma designs into functional components using React, TypeScript, Redux, and Material UI.
- Reduced network overhead and improved application performance by leveraging Redux Toolkit Query and React hooks to optimize data fetching and caching.
- Improved frontend functionality by integrating student data from a REST API built with Express.js, Prisma, and PostgreSQL, while supporting the backend team to troubleshoot and resolve API-related issues.

Software Engineer Fellow

Jun. 2023 – Aug. 2023

NYC Tech Talent Pipeline

Staten Island, NY

- Completed a full-stack development program focused on best development practices in an agile environment and mastering technical skills including JavaScript, Node.js, Express.js, React, PostgreSQL, and AWS.
- Led a team of 3 and contributed to the development of a full-stack application from design to deployment.

PROJECTS

PickUpNYC | *React, Node.js, Express.js, PostgreSQL*

Oct. 2024 – Present

- Developed a platform where users can create posts and games, as well as register for pickup soccer games throughout New York City while working in a team of 3.
- Implemented user authentication using Google OAuth 2.0 and Passport.js to improve user registration and login.
- Maintained data consistency by writing SQL queries while implementing transactions to manage user registration and withdrawal from games.

Spelling Bee App | *TypeScript, React, Node.js, Express.js, SQLite*

Mar. 2024 – Jun. 2024

- Developed a multilingual web application using the react-i18next internationalization framework featuring randomly generated educational games using a SQLite database of 20,000+ words to enhance language learning.
- Implemented API routes using Express.js and Prisma to enable core features including user authentication, registration, random game generation using the Fisher-Yates shuffle algorithm, and game history saving.

Flex Fusion | *React, Tailwind CSS, Node.js, Express.js, PostgreSQL, AWS*

Jul. 2023 – Sep. 2023

- Developed a fitness application in a team of 4 with features including workout plan creation, progress tracking, meal nutrition analysis, and AI-generated workout routines.
- Leveraged Node.js, Express.js, and Sequelize, to persist workout and progress data to a PostgreSQL database.
- Integrated the OpenAI API to generate personalized workout plans based on user responses to a quiz.
- Effectively deployed the web app using AWS EC2 with Route 53 and configured Nginx to handle HTTPS traffic.

SKILLS

Programming Languages: JavaScript, TypeScript, Python, Java, C++, HTML/CSS, SQL

Technologies: React, Node.js, Express.js, Redux, Tailwind CSS, Flask, PostgreSQL, SQLite, MongoDB

Developer Tools: Git, GitHub, Docker, Amazon Web Services (AWS), Linux, RESTful API, Postman, Jest, Figma