Patrick W Petrushonis

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Detail-oriented programmer seeking a collaborative development role between designers and other programmers to contribute three plus years of experience in front-end web development.

TECHNOLOGY AND SKILLS OVERVIEW

Languages: C++, JavaScript, TypeScript, JSX, CSS, SCSS, HTML, Nunjucks, JSON, PHP
Frameworks: Angular, React
Workflows: Gulp, Grunt
Services: Git, Asana, JIRA, Wordpress, Adobe CC, GTM
Skills: Rapid Prototyping, Documenting, Unit Testing, Debugging, Refactoring

PROFESSIONAL EXPERIENCE

ALDEN IMAGE (Marketing company with web application solutions) -- Shelton, CT
Interactive Developer, 2015 - 2017
Hired as a full-time programmer after an enriching internship and subsequent freelance role.

- Improved development workflows using custom frameworks built with NPM and Gulp.
- Developed an in-house pattern library using Nunjucks, SCSS, JSON, JavaScript, and Angular.
- Maintained awareness of web traffic using Google Analytics, Tag Manager, and Data Studio.
- Updated network security and provided recommendations for systems and machines.

ADDITIONAL EXPERIENCE

EXPLETIVE STUDIOS (Game development company) -- Shelton, CT
System Engineer, 2015 - Present
Managed agile workflow alongside implementation of primary network and gameplay systems.

- Led development of a peer-to-peer multiplayer game using Unreal Engine 4 and Steamworks.
- Organized task distribution in Asana to coordinate development between rapid prototype builds.
- Created an asset selection and instantiation system using C++ with network replication.
- Developed peer-to-peer gameplay interactions with primary and secondary objectives.

EDUCATION

WESTERN CONNECTICUT STATE UNIVERSITY -- Danbury, CT
Bachelor of Science in Computer Science, Minor in Business Management