

Patrick W Petrushonis

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WEB DEVELOPER

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

SKILLS

- Rapid Prototyping
- Documenting
- Unit Testing
- Debugging
- Refactoring

TECHNOLOGY 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

PROFESSIONAL EXPERIENCE

ALDEN IMAGE (Marketing company with web application solutions) -- Shelton, CT

Interactive Developer, 2015 to 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 a pattern library using Nunjucks, SCSS, JSON, JavaScript, and Angular to retheme an eCommerce site that increased redesign efficiency.
- Maintained awareness of web traffic with frequent analytics reports 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 to 2017

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.
- Developed an asset selection and instantiation system using C++ with network replication.

EDUCATION

WESTERN CONNECTICUT STATE UNIVERSITY -- Danbury, CT

Bachelor of Science in Computer Science, Minor in Business Management