Patrick Vuscan
Software Engineer

Toronto, Canada

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Education

University of Toronto, St. George   *Toronto, Canada*
Bachelor of Science in Computer Science, Major GPA: 3.93/4.00, CGPA: 3.53/4.00   *Sept. 2018 - May 2022*

Technology Leadership Initiative — Selected for the Technology Leadership Initiative, an elite admission-based program, specializing in industry integrated learning, tailored leadership training, and valuable training from professionals. Collaborated with the Global Payments division of Scotiabank as part of the Technology Leadership Initiative.

Awards — Mary Victoria Court Scholarship in 2019, J. A. Surerus Memorial Scholarship in 2020, three-time Dean's List Scholar in 2019-2021.

Experience

Riot Games - League of Legends   *Los Angeles, CA*
Software Engineer   *May 2021 - PRESENT*

— Identified and fixed memory leaks across the *League of Legends* client in EmberJS and C++, reducing long session memory use for over a hundred million of our monthly players!

Presize.ai   *Munich, Germany*
Front-end Developer   *Sept. 2020 - Dec. 2020*

— Overhauled the UX using Material UI, the ReactJS framework in TypeScript, and Redux Toolkit state management, to decrease drop-off rate.

— Implemented a guided, in-browser video scanning feature, decreasing user drop-off rate and increasing video input accuracy.

— Implemented a front-end behaviour tracking system in JS to decrease operating costs, optimize product team knowledge of application usage, and diagnose user journey choke points.

Lady Ballers Camp - *Non-profit Project*   *Toronto, Canada*
Software Engineer, Front-end Team Lead, and Product Manager   *Sept. 2020 - Dec. 2020*

— Created a mobile Expo React Native application centered around Content Delivery, and Twitter-esque social media interactions.

— Used Sanity Studio to create a custom Content Management System (CMS) and Creation Platform, for platform independent content delivery.

— Built a proprietary React Native component library for translating content data delivered from Sanity's API into natively rendered markdown.

— Mentored three junior engineers in React fundamentals, the NativeBase and Material UI component libraries, and Redux state management.

Scotiabank's Digital Factory   *Toronto, Canada*
Software Developer   *May 2020 - Aug. 2020*

— Developed new customer target filtering features to streamline the creation of targeted product campaigns and offers, using ReactJS and Redux.

— Won the Intern Capstone project with an educational solution to increase customer acquisition across the bank, through a Figma prototype, which prioritized ROI and available tech assets.

Collaboration with Scotiabank Global Payments   *Toronto, Canada*
Back-end Developer   *Sept. 2019 - Dec. 2019*

— Developed a reactive prototype mocking Interac's Request to Pay feature for businesses, to reduce fees/overhead costs for immediate ROI.

— Created REST APIs for back-end services with ExpressJS in TypeScript.

NexJ Health Inc.   *Toronto, Canada*
Software Developer   *May 2019 - Aug. 2019*

— Using an in-house JavaScript framework, I increased user efficiency by creating end-to-end components in user-facing panels.

— Created back-end services in NodeJS, interacting with the MongoDB database under a Mongoose schema.

Skills

Languages	**JavaScript**, **TypeScript**, Python, Java, C, C++, HTML, CSS with SCSS/Sass
Frameworks	**ReactJS**, **React Native**, EmberJS, NodeJS, ExpressJS, Sanity CMS, React Redux, Easy Peasy, REST APIs
Databases	**MySQL**, **PostgreSQL**