

Patrick Wrobel

pwrobel@uwaterloo.ca
patrickwrobel.ca
github.com/PeteyPii

EDUCATION

UNIVERSITY OF WATERLOO

3A | Software Engineering

- ◊ 2013–2018 (expected)
- ◊ 92% cumulative average
- ◊ Dean's honour list for all four completed terms

SKILLS

LANGUAGES

- ◊ C++
- ◊ Python
- ◊ JavaScript
- ◊ HTML5
- ◊ CSS3
- ◊ C
- ◊ C#
- ◊ Java
- ◊ SQL

FRAMEWORKS

- ◊ Node.js
- ◊ AngularJS
- ◊ jQuery
- ◊ Express
- ◊ Android SDK
- ◊ Redis
- ◊ PostgreSQL
- ◊ MySQL

SOFTWARE

- ◊ Git
- ◊ Perforce
- ◊ Visual Studio
- ◊ Eclipse
- ◊ Windows
- ◊ Linux
- ◊ OS X

HOBBIES

- ◊ Juggling
- ◊ Volleyball
- ◊ Building computers
- ◊ Video games

EXPERIENCE

YELP INC.

Full Stack Engineer

San Francisco, CA

Aug. 2015 – Dec. 2015

- ◊ Worked on the i18n team to provide and maintain the localization features of a large-scale Python web app
- ◊ Implemented new and vibrant designs of the log in and sign up pages, increasing log in rates by 5%
- ◊ Modified existing request bucketing infrastructure to enable the ability to run A/B testing experiments in specific locales
- ◊ Made the translation workflow more efficient by improving tools that automatically check for markup errors in translated strings

SONY NETWORK ENTERTAINMENT INT'L

Waterloo, ON

PlayStation®Store Developer

Jan. 2015 – April 2015

- ◊ Worked on a single-page JavaScript web app for a multimillion dollar web store selling PlayStation® content
- ◊ Improved search results by writing a C# program to generate sitemaps of the web store
- ◊ Localized store for Arabic users by making extensive CSS changes to mirror the design of the store
- ◊ Aided business decisions by implementing a system to automatically gather revenue attribution data

SONY NETWORK ENTERTAINMENT INT'L

Waterloo, ON

Media Go Developer

May 2014 – Aug. 2014

- ◊ Developed and maintained a large, complex, C++, Win32-based media management application
- ◊ Created an intuitive user interface to allow users to connect to wireless playback devices
- ◊ Saved developers' time by writing a Python script to build libraries and commit the binaries to source control

PROJECTS

MY LOL FANTASY

League of Legends Stat Tracking

Nov. 2015 – Present

- ◊ Web app developed by my friends and I to track statistics in our League of Legends games
- ◊ A Node.js server handles requests, renders templates, and updates statistic data asynchronously
- ◊ User and statistic data is persisted in a PostgreSQL database
- ◊ Session data and cached statistics are kept in a lightning fast Redis server

DOMINION

Deck-building Card Game

Sept. 2012 – Nov. 2012

- ◊ Command line version of the popular game written in C++
- ◊ Planned and designed an architecture to easily handle 25 unique card mechanics
- ◊ Multiplayer is supported using a client/server model
- ◊ Runs on all major operating systems