

# Patrick Wrobel

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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 (Intern)

San Francisco, CA

Aug. 2015 – Dec. 2015

- ◊ Worked on the i18n team to better localize the Yelp web app in foreign countries
- ◊ 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
- ◊ Improved tools that automatically check for markup errors in translated strings saving developer and translator time

### SONY NETWORK ENTERTAINMENT INT'L

Waterloo, ON

#### PlayStation®Store Developer

Jan. 2015 – April 2015

- ◊ Worked on a 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