

Patrick Wrobel

pwrobel@uwaterloo.ca

patrickwrobel.ca

github.com/PeteyPii

EDUCATION

University of Waterloo – 2B Software Engineer

Sept. 2013 – April 2018 (expected)

Bachelor of Software Engineering

- 94% cumulative average
- Dean's honour list for all three completed terms

SKILLS

- *Languages:* C, C++, C#, Java, JavaScript, SQL, CSS3, HTML5
- *Software:* Git, Visual Studio, Eclipse, Perforce, Windows, Arch Linux, OS X
- *Frameworks:* Node.js, jQuery, Express, PostgreSQL, Redis

EXPERIENCE

Sony Network Entertainment International

Jan. 2015 – April 2015

PlayStation®Store Developer

- 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 adding 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 International

May 2014 – Aug. 2014

Media Go Developer

- 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

Nov. 2014 – 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
- User and statistic data is persisted in a PostgreSQL database

Dominion

Sept. 2012 – Nov. 2012

- Text based version of the popular card game written in C++
- Designed an architecture to easily handle 25 unique card mechanics
- Runs on all major operating systems and multiplayer is supported using a client/server model

See more projects on my website and on my GitHub page.