Patrick Wrobel

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EDUCATION

UNIVERSITY OF WATERLOO
4B | Computer Science

- 2013–2018 (expected)
- 92% cumulative average
- Dean's honour list for six of my 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

FACEBOOK   Menlo Park, CA
Software Engineer   Jan. 2017 – April 2017

- Worked on creating a tool to simulate feed story ranking experiments offline, allowing greater flexibility in experimentation
- Enabled experiment results to be evaluated by implementing a feature to process key metrics
- Provided users the means to create, track, and analyse offline experiments via an internal site

GOOGLE   New York, NY
Software Engineer   May 2016 – Aug. 2016

- Reduced latency of a critical RPC used for a specific type of search query by 80%
- Fixed and improved knowledge panels displayed in Google search results for celestial bodies
- Wrote a script to remove over ten thousand lines of redundant configuration for knowledge panels, improving the maintainability of the config

YELP INC.   San Francisco, CA
Full Stack Engineer   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
- Localized store for Arabic users by making extensive CSS changes to mirror the design of the store
- Improved search results by writing a C# program to generate sitemaps of the web store
- Aided business decisions by implementing a system to automatically gather revenue attribution data

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 LoL 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