

# Patrick Wrobel

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

## EDUCATION

### UNIVERSITY OF WATERLOO

#### 3B | Software Engineering

- ◊ 2013–2018 (expected)
- ◊ 93% cumulative average
- ◊ Dean's honour list for all five 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

### 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 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
- ◊ 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