

Patrick Deniso

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EDUCATION

Concordia University

Bachelor of Science in Computer Science

Montréal, Canada

Sept. 2021 – June 2024

- *Relevant Coursework:* Object-Oriented Programming I & II, Algorithms & Data Structures, Principles of Programming Languages, System Hardware, Web Programming

GPA: 3.7

J.M. Keynes Secondary School

Computer Science Diploma

Gazzada, Italy

Sept. 2015 – July 2021

- *Relevant Coursework:* OOP, Databases, Network Design & Administration, Web Services, Encryption, Multi-threading & Sockets Programming, Electronics
- Built and released a German learning Android app with 6 other students.

GPA: 100/100

EXPERIENCE

Programming Tutor

Self-employed

Sept. 2020 – Present

Remote

- Teaching programming (Java, Python, C++) and core computer science courses (A&DS) to 50+ students.

Software Engineer Intern | *Python, C#, Java*

ProgeSOFT Italia S.r.l

Oct. 2020 – Dec. 2020

Como, Italy

- Developed automation scripts with Python & C# that scraped the web for potential new customers. Built a companion desktop app with a user-friendly UI that helped to boost sales by reaching 50% more customers.
- Collaborated with a team on the development of an Android app in Java that could open and view large CAD files

Co-founder, Web Developer | *HTML/CSS, Javascript, PHP*

Ares Informatica

June 2019 – Nov. 2019

Varese, Italy

- Co-founded a start-up providing modern website solutions to small businesses in Italy.
- Managed and collaborated with a small team of developers to design and implement 10+ delivered projects.

Apprentice Software Developer | *Python*

Elmec Informatica S.p.a.

June 2019 – July 2019

Varese, Italy

- Built scripts and REST APIs in Python for code-testing and tasks automation.
- Stressed the company's network security by writing penetration testing scripts.

PROJECTS

Tabletop Party Finder | *MongoDB, Express.js, React, Node.js, GraphQL*

- Built a web app that lets users find people to play board games with, either online or in-person.

Online Multiplayer Mobile Game | *C#, Unity Engine, PHP, MySQL*

- Developed an online multiplayer top-down shooter game that allows people to sign up, play with other users through a room-based matchmaking system, and save their stats on a database.

E-sport Tournament Manager Bot | *Python, MySQL, Google APIs*

- Developed a Discord bot that handled hundreds of clients concurrently in a multiplayer video game tournaments.
- User statistics, rankings, the sign-up process and the game match lifecycle were all managed by the bot.

LEADERSHIP AND INVOLVEMENT

HackConcordia Lead Software Developer | *React, Express, MongoDB, TypeScript, Next.js* May 2022 – Present

- Building and maintaining HackConcordia and ConUHacks websites & infrastructure, able to serve over 1000 users.

SAE Autoconnect Coordinator | *Python, Tensorflow, Jetson Nano*

Oct. 2021 – July 2022

- Led a team of 10+ students designing and developing unmanned land-based vehicles, using Machine Learning.

TECHNICAL SKILLS

Languages: C#, Java, Python, C/C++, JavaScript, TypeScript, HTML/CSS, PHP, MySQL, MongoDB, GraphQL

Frameworks: React, Node.js, Express.js, Flask, Bootstrap, TailwindCSS, FastAPI, Unity Engine, Unreal Engine 5

Platforms: Google Cloud Platform, Amazon Web Services, Heroku, Apache Server

Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Vim, Linux