Patrick Deniso

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EDUCATION

Concordia University   Montréal, Canada
Bachelor of Science in Computer Science   *Sept. 2021 – June 2024*
- *Relevant Coursework:* Object-Oriented Programming I & II, Algorithms & Data Structures,
  Databases, Operating Systems, Principles of Programming Languages,
  System Hardware, Web Programming, Intro to Software Engineering   **GPA: 3.8**

EXPERIENCE

Software Developer Intern | *Java Spring, MongoDB*   May. 2023 – Sept. 2023
Intact Financial Corp.   *Montréal, Canada*
- Incoming Java Back-End Software Developer

Programming Tutor   Sept. 2020 – Jan. 2023
Self-employed   *Remote*
- Teaching programming (Java, Python, C++) and core computer science courses (A&DS) to 50+ students.

Software Engineer Intern | *Python, C#, Java*   Oct. 2020 – Dec. 2020
ProgeSOFT Italia S.r.l   *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*   June 2019 – Nov. 2019
Ares Informatica   *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*   June 2019 – July 2019
Elmec Informatica S.p.a.   *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