

# Patrick Deniso

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## EDUCATION

### Concordia University

*Bachelor of Science in Computer Science*

Montreal, Canada

Sept. 2021 – Dec. 2024

- **Teaching Assistant** for Principles of Programming Languages (C++, Python, Clojure, Erlang) in Fall 2022.

## EXPERIENCE

### Financial Markets at National Bank of Canada

*Software Developer Intern*

Sept. 2023 – Dec. 2023

Montreal, Canada

- Full-Stack Software Developer Intern contributing to the Analytics & Artificial Intelligence team.
- Leveraging **Angular**, **Python Quart**, **PostgreSQL** to drive advancements within the bank's trading department.

### Intact Financial Corp.

*Software Developer Intern*

May. 2023 – Aug. 2023

Montreal, Canada

- Architected and launched an event handler for real-time updates across insurance agencies, managing **thousands of broker records daily**. Built from scratch using **Spring**, **MongoDB**, **Kafka**. Robust testing with **JUnit**, **Mockito**.
- **Enhanced support efficiency by 30%** through the creation of an API replay endpoint, facilitating manual insurance transaction testing, aligning with existing project infrastructure.
- Led a strategic refactor using Clean Architecture principles, executed a substantial API migration, and enhanced code simplicity, achieving a **40% reduction in complexity**.
- Successfully **resolved 15+ complex bugs** during a critical release's high-pressure phase, leveraging deep insights into code and architecture while collaborating with business analysts and QA engineers to enhance software quality.

### ProgeSOFT Italia S.r.l

*Software Engineer Intern*

Oct. 2020 – Dec. 2020

Como, Italy

- Developed automation scripts in **Python**, **C#** for web scraping new customers, and built a companion desktop app with a user-friendly UI. Enabled the sales department to leverage the tool, **boosting outreach by 50%**.
- Collaborated on a **Java** Android app, enabling the viewing of large CAD files, enhancing accessibility and efficiency.

### Elmec Informatica S.p.a.

*Apprentice Software Developer*

June 2019 – July 2019

Varese, Italy

- Built **Python** scripts and **REST APIs** for code-testing and task automation, boosting overall workflow.
- Stressed the company's network security by writing penetration testing scripts.

## PROJECTS

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

- Pioneered a web app connecting board game enthusiasts for online or in-person play, fostering community engagement.

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

- Developed an online multiplayer top-down shooter game with efficient networking design, enabling smooth play even on slow connections. Featured room-based matchmaking and a stats-saving database, enhancing user experience.

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

- Led the development of a Discord bot to manage hundreds of concurrent clients in multiplayer video game tournaments, covering statistics, rankings, sign-ups, and match lifecycle.

## LEADERSHIP AND INVOLVEMENT

### HackConcordia Lead Software Developer | *React, Express, MongoDB, TypeScript, Next.js*

May 2022 – Present

- Constructed and maintained HackConcordia and ConUHacks websites & infrastructure, serving over 1000 users.

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

Oct. 2021 – July 2022

- Spearheaded a 10+ students team in designing and developing unmanned land-based vehicles using Machine Learning, driving innovation and technical advancement.

## TECHNICAL SKILLS

**Languages:** C#, Java, Python, C/C++, JavaScript, TypeScript, PHP, MySQL, PostgreSQL, MongoDB, GraphQL

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

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

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