

PATRICK AMERLAN

☎ 630-639-8006 ✉ patrickamerlan10@gmail.com 🔗 linkedin.com/in/patrick-amerlan 📄 github.com/amerlanP

EDUCATION

- University of Illinois at Chicago**
Bachelor of Science in Computer Science
GPA: 3.3/4.0

2021 – 2024
- Data Structures/Advanced Data Structures, Algorithms, Systems Programming, Software Design, Machine Learning, Framework-based Development, Database Systems, Secure Web App Development
- College of DuPage**
Associate of Engineering
GPA: 3.1/4.0

2019 – 2021

TECHNICAL SKILLS

Languages/Technologies: C/C++, Python, Java, JavaScript, HTML/CSS, Dart, SQL, ReactJS, Node.js, Express.js, Flutter
Tools: Git, Linux Command Line (CLI), Google Test, JUnit, GDB

PROJECTS

- Habere**
JavaScript, ReactJS, Google Firebase, Astro
 - Habit-tracking web app that utilizes Astro and React frameworks for modern and responsive user experience
 - Integrated Firebase authentication and Firestore database to securely store user data and enable data persistence
 - Utilized custom REST API endpoints for data retrieval, storage, and other various functionality
- Beer Can Collection Mobile App**
Dart, Flutter, SQLite
 - Cross-platform antique beer can collection app developed using Flutter framework
 - Real data imported from BCCA into SQL database enabling advanced search functionality
 - Material design used for a simple, clean, and visually pleasing user experience
- Morra**
Java, Sockets, JavaFX
 - Game with GUI that utilizes multi-threading and networking to enable a responsive, multiplayer experience
 - Model-View-Controller architecture to allow for modular development and enables sustainable collaboration
 - Game logic controlled by server, data passed between server and clients to maintain consistent game state
- Public Transit Database Tool**
Python, SQLite
 - Retrieves public transit data using Python's sqlite3 library based on user's input
 - Multiple different functions to retrieve and organize data in a variety of ways, using Matplotlib for graphing
 - Uses object, data, and presentation tier architecture to separate code functionalities
- Sliding Block Puzzle Solver**
C++
 - Given input data for starting configuration of a block puzzle, finds the solution in an efficient runtime
 - Utilizes custom breadth-first search (BFS) algorithm that tries all valid puzzle configurations
 - Always finds shortest solution if there are multiple solutions to the same puzzle

WORK EXPERIENCE

- | | Jul. 2020 – Present | | Jan. 2024 – Present |
|---|---------------------|--|---------------------|
| PD1 Solutions, LLC.
<i>Installation Engineer</i> | | Data Annotation
<i>AI Trainer</i> | |
| <ul style="list-style-type: none">– On-site installation of machine vision systems– Full assembly of vision system controller– PC software installation and configuration | | <ul style="list-style-type: none">– Engaged in code-topic conversation with new AI models– Extensive testing, debugging, and correction of AI generated code– Judged between multiple AI models to adhere to best coding practices | |