Patrick Carnevale

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-------------------------------- **E D U C A T I O N** --------------------------------

University of Windsor | September 2019 - December 2023
Bachelor of Computer Science Degree - Honours with Co-op (2023)

-------------------------------- **S K I L L S** --------------------------------

- ➢ **Frameworks & Libraries:** Node.js, Next.js, React, OpenAi-API
- ➢ **Skills:** Bilingual in English and French (fluent, written and spoken), Smart Serve, WHMIS
- ➢ **Languages:** HTML, XML, CSS, Java, TypeScript/JavaScript, C, C#, C++, Python, Swift, SQL
- ➢ **Software Applications:** G Suite, Adobe Suite, MS Suite, VS Code, AWS, Git, Unity, UE5 and many more

-------------------------------- **E M P L O Y M E N T** --------------------------------

Toyota Canada
Customer Support Representative | July 2024 - Present · Remote

- ➢ Utilized AWS cloud services to aid Toyota Canada clients, providing information and technical support.
- ➢ Was promoted to Email Support Specialist within two months, entrusted with essential communications.

Canada Revenue Agency
IT Infrastructure Support Analyst | September 2022 - August 2023 · Hybrid

- ➢ Spearheaded the implementation of advanced monitoring tools, reducing potential system disruptions.
- ➢ Collaborated with IT teams to troubleshoot and resolve complex issues, improving system reliability.
- ➢ Delivered expert technical support and maintained critical IT infrastructure at the CRA.

University of Windsor
Sr Multimedia Artist | May 2021 - April 2022 · Remote

- ➢ Led multimedia initiatives as a Senior Multimedia Intern, delivering high-quality digital content and projects that enhanced the university's online presence and engagement.
- ➢ Managed many multimedia technologies, including video production, graphic design and 3D modeling.

-------------------------------- **P R O J E C T S** --------------------------------

AI Powered Web Scraper
OpenAI-API, Python, HTML

- ➢ Developed a program that integrated a large language model (using an API) into a web scraper in order to improve the quality of programming related questions and answers sourced from Stack Overflow.

Online Multiplayer "*Capture The Flag*" Game
Unity, Networking, UE5 Assets

- ➢ Co-developed a capture the flag themed game using the Unity game engine. The game blends strategy and teamwork while featuring technical elements such as class selection and the ability to play online.

3D Modeling & Design Work
Blender, TinkerCad, Bambu Slicer

- ➢ I regularly join competitions hosted by MakerWorld that focus on both the technical and creative aspects of 3D printing design. These competitions push me to innovate and improve my skills.