

Patrick Carnevale

+1 (226) 350-3476 | patrickcarnevale315@gmail.com | [LinkedIn URL](#) | [Github](#) | [Online Portfolio](#)

----- EDUCATION -----

University of Windsor | Sep 2019 - Dec 2023

Bachelor of Science Honours Computer Science with Co-op (2023)

----- SKILLS -----

- **Frameworks & Libraries:** Node.js, Next.js, React, Pandas, OpenAI-API
- **Bilingual in both:** the English and the French language (fluent, written and spoken)
- **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 more

----- EMPLOYMENT -----

Canada Revenue Agency

IT Infrastructure Support Analyst | Sep 2022 - Aug 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 Intern | May 2021 - Apr 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

Toyota Canada

Customer Support Representative | July 2024 - Present · Remote

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

Subway

Sandwich Artist | July 2017 - Sep 2021 · Tecumseh ON

- Managed operations, including supervising team members, opening/closing, cash handling and more
- Ensured customer satisfaction by providing outstanding service and managing orders efficiently

----- PROJECTS -----

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.

Custom Multiplayer Game

Unity, Multiplay, UE5

- 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.