Patricio "Pato" Lankenau

Work experience

NetworkLift January 2014 – Present
Co-founder

Co-founded Networklift, a startup in Austin that specializes in optimizing marketing through social network growth. Wrote python software that helps companies find their users through social graph searching, match making, and interest analysis.

Google May 2014 – August 2014
Software Engineer Intern

Worked on Google Play Games. Rewrote Java back-end implementation for handling of achievements, and developed implementations for adding more levels to Google Play Games profile. Wrote a large-scale mapreduce pipeline to refill any overdue level ups for 150+ million players across Android, iOS, Native, and Web.

PayOnDelivery, Inc August 2013 – March 2014
Web Developer

Worked as one of the main developers of the front-end web and API using JavaScript, HTML5, CSS3, as well as back-end for payment processing in PHP5.

RedPill Consulting June 2013 – August 2013
Full-stack Developer

Designed and developed a responsive survey used to collect data from the clients of RedPill Consulting, including a back-end system for processing, analyzing, and reporting data using PHP5.

CargoGroup March 2013 – June 2013
Independent Developer

Developed a mobile web application to keep track of expenses, salaries, and profits; in addition to a desktop interface used to generate reports, and monitor activity.

RedPill Consulting December '12 – February '13
Software Developer

Developed a corporate Java application used to view, edit, and create multi-dimensional spreadsheets, with live-editing of data and customized versions for clients with varying functionality.

Baker Hughes July 2012 – January 2013
Software Developer

Designed and developed a system to keep track of efficiency and production in real time across the factory floor. Also used by managers to generate supervisor reports. Later expanded to two more plants.

☎ (832) 403-6656   Austin, TX
✉ plankenau@gmail.com
⚡ plankenau.com   github.com/pato

Education

2013–2017 **University of Texas at Austin**
Turing Scholar 3.7 GPA
B.S. in Computer Science

Software skills

Proficient   Java, C++, C, PHP, HTML5, CSS3, JavaScript

Worked In   Python, MySQL, Golang, MongoDB, Assembly, GAE

Classes

CS439H Operating Systems: Honors

CS429H Computer Architecture: Honors

CS314H Data Structures: Honors

CS378 Autono Itellgnt Robotcs - Research

CS311H Discrete Mathematics CS: Honors

M427LH Vector Calculus: Honors

M340L Matrices and Matrix Calculations

M427KH Differential Equations: Honors

Projects

- Built a quadcopter from parts, with 4kg carrying capacity, and self-stabilization
- Application to view and analyze 170,000+ reviews for Google Play Games app, including concept and sentiment analysis
- LED Status indicator for my door written in C and deployed using an atmega avr
- Web service to cryptographically and securely timestamp information and files
- Mechanism to unlock dorm door using a phone app with a servo and RaspberryPi
- Android app to "drop" pictures in geolocation that can be opened publicly
- Clock and email checker using Python and a RaspberryPi
- Gaming site for my high school that averaged 50,000 page views a day
- Developed and sold over 4000 copies of my Farmville bot
- Other projects: Image manipulation, Conway's Game of Life, Tetris AI, Markov chains, tone matrix, multiplayer turn-based rpg