

Patrick Premkumar

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EDUCATION

Arizona State University

Bachelor of Arts in Computer Science (Software Engineering)

Tempe, AZ

January 2022 – Present

PROJECTS

BattleScript | Python, PyCharm, Git

June 2024 – July 2024

- Developed a command-line interface (CLI) game with three difficulty levels.
- Implemented a feature to store user inputs and game progress locally.
- Designed a character progression system where winning increases character power
- Enabled creation and management of multiple characters.

Aviation-Data | Rapid API, Java, Maven, Git

May 2024 – June 2024

- Integrated the Aviation Reference Data API from Rapid API for data lookup.
- Implemented user input handling and error management.
- Ensured secure API access through key management.
- Handled and parsed JSON data responses from the API.
- Conducted unit and integration testing to ensure functionality and reliability.

Office Automation System for Pediatric Doctor's Office | Java, JavaFX, Git

January 2024 – May 2024

- Conducted system analysis, design, implementation, and testing of the application.
- Implemented features for recording and viewing patient vitals, health history, and prescriptions.
- Developed the patient portal allowing users to create accounts, view visit summaries.
- Developed the application to reduce paperwork and increase accessibility of records.
- Worked in a team, utilizing Agile methodologies to ensure timely completion of tasks.

ChatRoom | Java, Git, Putty, Bash

January 2022 – May 2022

- Successfully created a robust chatroom application capable of handling multiple users.
- Implemented user authentication and authorization to secure access to chatrooms.
- Created features for users to send, receive, and manage messages in real time.
- Utilized multi-threading in Java to handle multiple user connections concurrently.
- Developed the chatroom application using Java, ensuring efficient data handling and real-time communication.

Project Finite Motor Skills | JavaScript, Git, VS Code

January 2022 – May 2022

- Designed and implemented the core game mechanics.
- Integrated user-friendly interfaces to ensure ease of use for elderly patients.
- Conducted testing and debugging to ensure smooth and accurate game performance.
- Collaborated with teammates to brainstorm ideas, assign tasks, and integrate .
- Provided a therapeutic tool to help stroke survivors improve their motor skills.

EXPERIENCE

Crew Member

May 2024 – Present

Portillos

Scottsdale, AZ

- Worked collaboratively with team members to maintain smooth operations during peak hours.
- Addressed and resolved customer complaints and issues in a professional manner.
- Ensured the dining and kitchen areas were clean and well-maintained, following all health guidelines.
- Assisted in the preparation of menu items, maintaining high standards of quality and cleanliness.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML, CSS

Frameworks: JUnit, WordPress, Rapid API

Developer Tools: Git, Putty, VS Code, PyCharm, IntelliJ, Eclipse

Libraries: JavaFX, JDBC

Certifications: Oracle Certified Associate Java SE 8 Programmer

Note: I am an US citizen and do not require visa support