

Marshall Patterson

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<http://www.marshalldev.xyz/>

Summary

Result-oriented Software Engineer with more than 2 years of experience. Well-versed in promoting object-oriented approaches to real-time software development. Skilled in Java, C, Python, C++, MySQL, and more. Always interested in learning new technologies and connecting with others. Open to internship, full-time, or part-time opportunities.

Experience

Software Engineer

Keeling Systems LLC

Aug 2020 - Jan 2022 (1 year 6 months)

- Utilize Java programming and object-oriented programming techniques to develop many different efficient, ambitious, and quality projects in a team setting
- Develop and maintained Java applications utilized by ~1,300,000 users
- Utilized different databases to ensure safety in user data (MySQL/Redis)
- Work with other Software Engineers to find new ways to improve efficiency and deploy better products
- Work with different APIs to ensure an optimal utilization of different features while meeting deadlines.
- Used Linux servers to handle multiple instances of user connection and to keep servers running at peak performance
- Made availability for program modifications through YAML and Json files for future no-code additions.
- Manage staff (Developers/Admins) Instructing task groups to create new content and maintaining existing user experience

Project Manager

Keeling Systems LLC

Aug 2017 - Jan 2021 (3 years 6 months)

- Organized and maintained a healthy and successful staff team consisting of other management, employees, and volunteers
- Coordinated events and other resources to maintain staff relations
- Monitored customer activity and made changes to increase sales by over 30% and increase customer retention by 25%
- Managed and led a team of engineers and game designers to push frequent updates to Linux servers
- Maintained Linux server performance and health
- Created new ideas and content to increase user retention

Software Developer

Dawn Games LLC

Mar 2019 - Dec 2019 (10 months)

- Utilize Java programming and object-oriented programming techniques to develop many different efficient, ambitious, and quality projects in a team setting
- Develop and maintained Java applications utilized by ~700,000 users

- Utilized different databases to ensure safety in user data (MySQL/Redis)
- Work with other Software Engineers to find new ways to improve efficiency and deploy better products
- Work with different APIs to ensure an optimal utilization of different features while meeting deadlines.
- Used Linux servers to handle multiple instances of user connection and to keep servers running at peak performance
- Made availability for program modifications through YAML and Json files for future no-code additions.
- Manage staff (Developers/Admins) Instructing task groups to create new content and maintaining existing user experience

Education



Texas Tech University

Bachelor of Science - BS, Computer Science

2020 - Dec 2023

Frank Phillips College

Aug 2018 - Dec 2018

Skills

Java • C (Programming Language) • Python (Programming Language) • C++ • MySQL • Critical Thinking

Honors & Awards

Texas Tech University Dean's List - Office of the Registrar

National Society of Collegiate Scholars - Wendoli Flores - Director, Prestigious External Student Awards