



# Patrick Finger

San Diego, CA | [contact@patrickfinger.dev](mailto:contact@patrickfinger.dev) | (555) 555 – 5555

[www.patrickfinger.dev](http://www.patrickfinger.dev)

## Education

**Arizona State University**  
BS Computer Science *GPA: 3.94*

Tempe, AZ  
Aug. 2018 – Dec. 2020

**Mesa Community College**  
Associate of Science *GPA: 3.8*

Mesa, AZ  
Aug. 2015 – May. 2018

## Work Experience

[REDACTED]

San Diego, CA / Remote

*Software Development Engineer II*

Jan. 2022 – Present

- Core maintainer of front-end library for [REDACTED]. Developed many library components and supported external use across [REDACTED] retail website resulting in > 1 *billion* of annualized revenue.
- Created a serverless system for attributing [REDACTED] purchases. These attributions influence [REDACTED] systems for ranking recommendations on the retail website.

[REDACTED]

Remote

*Fullstack Software Developer*

Mar. 2021 – Jan. 2022

- Developed and maintained over a third of [REDACTED] using TypeScript / JavaScript, Node.js, and Electron.
- Quickly became a top contributor of the team and was delegated to implement new features to meet user demand.
- Matured [REDACTED] to over 8 *thousand* DAU. These users [REDACTED] over 10 *million* [REDACTED] every month.

[REDACTED]

Mesa, AZ / Remote

*Software Developer II*

Mar. 2019 – Aug. 2021

- Developed and maintained [REDACTED]. Primary focus in back-end development using C# / .NET Framework and JavaScript.
- Individually crafted several abstractions to interact with existing code. One of which was an abstraction to insert one-to-many object mappings.

## Technical Skills

**Programming Technologies:**

NodeJS (TS / JS), Java, C#, Python, Golang, C/C++

**Database:**

SQLite, PostgreSQL, MS SQL Server, PL/SQL

**Cloud:**

AWS, Azure, GCP, Linode

**Development Environments:**

Visual Studio, IntelliJ, Eclipse, Android Studio, Unreal Engine, Unity

**Other:**

Git, Agile, Software Design Patterns, Media Editing, Typist (130 wpm)

## References

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