

# Patrick Iteghie

(469) 212-4668 | piteghie@outlook.com | linkedin.com/in/patrick-iteghie | Gainesville, FL

## EDUCATION

### University of Florida

May 2027

*Bachelor of Science in Computer Science and Mechanical Engineering*

GPA: 3.97

**Relevant Coursework:** Data Structures & Algorithms, Algorithm Abstraction & Design, Operating Systems, Database Systems, Programming Language Concepts, Computer Organization, Discrete Structures, Statistics, Linear Algebra, Numerical Methods

## EXPERIENCE

### Expedia Group

Seattle, WA

*Software Development Engineering Intern*

May 2025 – Jul 2025

- Engineered a scalable gRPC Configuration Management microservice in Kotlin and Spring Boot using hexagonal architecture, enabling a \$24M revenue opportunity through automated partner ad placement.
- Implemented CRUD APIs with MongoDB persistence and Protocol Buffers schemas for type-safe microservice communication.
- Integrated JWT-based SVID authentication and authorization, securing all workload communications.
- Achieved 90%+ code coverage using JUnit 5 and MockK, maintaining code quality through Detekt, SonarQube, and JaCoCo.
- Conducted comprehensive UAT and integration testing to validate business logic and ensure service stability before deployment.
- Streamlined CI/CD pipeline using GitHub Actions, Docker containerization, and Spinnaker deployment with Datadog monitoring.

### Ultimate Kronos Group

Weston, FL

*Software Engineering Intern*

May 2024 – Aug 2024

- Maintained and optimized the Pro Import Engine in C#, processing millions of monthly transactions and integrating data across multiple business processes in an Agile environment.
- Accelerated end-to-end test suite execution by 49% (32 to 16 hours) using Selenium and NUnit, preserving quality and coverage.
- Diagnosed and resolved critical CI pipeline test failures in TeamCity, addressing authorization and authentication issues to strengthen application security measures.
- Safeguarded against DDoS attacks by conducting comprehensive UI tests across multiple servers using Postman, TestRail, and Splunk, validating the Web Application Firewall performance.

### UF Digital Worlds Institute

Gainesville, FL

*Research Assistant*

Jan 2023 – May 2025

- Co-authored "Investigating the Adoption and Integration of Game-Based Web Applications for Supplementing Literacy Instruction: A Longitudinal Case Study," submitted to Frontiers in Education.
- Collaborated with a multidisciplinary team to conduct nationwide survey research with 60+ K-2 teachers and tutors across 25 US states, examining adoption patterns and educational effectiveness of web-based literacy tools.
- Analyzed usage data across different instructional settings to identify patterns and guide future educational technology development.

### UF Design and Manufacturing Lab

Gainesville, FL

*Teaching Assistant*

Jan 2024 – Present

- Mentored 30+ engineering students through design processes, from concept planning to prototype development and iterative testing.
- Trained students on technical equipment operation, emphasizing safety protocols, standards, and troubleshooting methodologies.
- Guided students in technical documentation practices, emphasizing clarity, accuracy, and completeness in design reports.

## PROJECTS

### CURE Apps for Good | JavaScript, Node.js, HTML, CSS, op.n framework (UF web platform)

Jan 2023 – May 2025

- Developed cross-platform literacy games for K-2 students with 100,000+ daily active users, implementing responsive web design for compatibility across desktop, tablet, and mobile devices.
- Designed an automated Node.js pipeline to streamline digitization of 100+ vocabulary lessons, eliminating manual conversion.
- Managed development using GitHub and Agile methodology, coordinating weekly sprint cycles to deliver 8 educational games.

### Cinema Compass | Python, NumPy, Pandas, NetworkX, Streamlit

Jul 2023 – Aug 2023

- Built a graph-based actor discovery web application processing 20,000+ IMDb entries using BFS/DFS algorithms with <0.1s search performance, winning first place in class competition.
- Created an interactive network visualization with NetworkX and Pyvis, deployed via Streamlit for cross-platform web access.
- Established a data processing pipeline using NumPy and Pandas to manipulate actor records, integrating Cinemagoer API for real-time movie information retrieval.

## TECHNICAL SKILLS

**Languages:** C++, Java, Python, JavaScript, C#, Kotlin, MATLAB

**Technologies & DevOps:** Node.js, MongoDB, SQL, Docker, gRPC, REST, Protocol Buffers, Postman, Git, Bitbucket, Jira, TeamCity, GitHub Actions, Spinnaker, Maven, Artifactory, TestRail, Splunk, Datadog, JWT, SVID

**Frameworks & Libraries:** Spring Boot, .NET, React, JUnit, NUnit, Selenium, MockK, JaCoCo, Detekt, SonarQube, NumPy, Pandas