Patrick Iteghie

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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