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