

# Patrick Chen

WEST HARTFORD, CONNECTICUT

SOFTWARE ENGINEER · CIVIL ENGINEER · UNIVERSITY OF CONNECTICUT

860-951-8337 | patchen21@gmail.com | patrickchen.dev

github.com/paperpatch | linkedin.com/in/patchen21/

## Summary

Dynamic software developer with a background in Civil Engineering, bringing a unique blend of technical expertise and problem-solving skills to software development. Experienced in backend development and Quality Assurance, with a track record of architecting robust, scalable solutions. Proven ability to drive project success through effective communication and collaboration with cross-functional teams.

## Technical Skills

**Languages**    Typescript · JavaScript · Java

**Front End**    HTML · CSS · jQuery · Bootstrap · Handlebars · React

**Back End**    Node.js · Express JS · Jest · MySQL · Postgres · MongoDB · Heroku

**Tools**        Git · npm · Spring · Docker · Jira · Datadog

## Experience

### Verint Systems Inc.

Melville, NY

- **ASSOCIATE SOFTWARE ENGINEER**

Aug 2022 - Feb 2024

*Remote*

- Played a key role in the successful development of a software project, contributing to a significant increase in project efficiency and ensuring timely completion within a year.
- Performed code reviews, testing, and debugging processes, leading to a 15% decrease in post-release bugs and ensuring high-quality, reliable software products.
- Engaged in agile methodologies to adapt to changing project requirements and priorities, fostering a dynamic and collaborative work environment.

### Garg Consulting Services

Rocky Hill, CT

- **ENGINEER INSPECTOR**

Aug 2019 - Sep 2021

*New Haven, CT*

- Developed project updates, analysis, and meeting minutes for bi-weekly project meetings to quickly leverage the project manager's awareness within minutes.
- Inspected and found critical construction errors that potentially saved \$200,000 in construction costs through reporting and following up on construction repair.
- Helped inspect and review the construction of a storage warehouse tent completed a month early from its original completion date.

- **OFFICE ENGINEER**

Apr 2016 - Aug 2019

*Glastonbury, CT*

- Individually created and implemented an Access Database for the Environmental Engineering Department for NEPA (National Environmental Policy Act)/permitting documents to which the project still maintains and uses.
- Reviewed contract documents and fixed calculation errors that resulted in completing the submission for the 60% design review.

## Education

### **Cognizant Java Accelerator Program**

*Dallas, TX*

Certificate of Completion, Southern Methodist University

June 2022 - Aug 2022

### **University of Connecticut Coding Bootcamp**

*Storrs Mansfield, CT*

Certificate of Completion, Trilogy Education Services

Sept 2021 - Mar 2022

### **University of Connecticut**

*Storrs Mansfield, CT*

Bachelor of Science, Major in Civil and Environmental Engineering

Dec 2015

## Certifications

### **AWS Certified Solutions Architect**

Exp May 2025

Amazon Web Services (AWS)

## Projects

### **Sorting Visualizer · [github.com/paperpatch/sorting\\_visualizer](https://github.com/paperpatch/sorting_visualizer)**

- Developed a Sorting Visualizer using React and various npm packages, aiding in the understanding and visualization of different data structures for educational purposes.

### **Key Input · [github.com/paperpatch/key\\_input](https://github.com/paperpatch/key_input) · [paperpatch.github.io/key\\_input/](https://paperpatch.github.io/key_input/)**

- Designed a mini-game inspired by Lost Ark. This game challenges players to input sequences of keys within a specified time frame. Implemented features such as score tracking and time limits to enhance player engagement and replay value.

### **Trackend · [github.com/paperpatch/trackend](https://github.com/paperpatch/trackend)**

- Built a Content Management Ticketing System that tracks issues through an MVC paradigm with a team of 4 with Handlebars, Sequelize, and Express.
- Created working models, relationships, and user experience with Handlebars and Sequelize.

### **Open Fridge · [github.com/paperpatch/open\\_fridge](https://github.com/paperpatch/open_fridge) · [paperpatch.github.io/open\\_fridge](https://paperpatch.github.io/open_fridge)**

- Spearheaded and created a recipe app as a team leader of 3 by building the wireframe, layout, and project details with Foundation CSS, Tasty API, and JavaScript.
- Creatively sourced vital data by writing dynamic REST API routes and persisted local data.