Patrick Chen

WEST HARTFORD, CONNECTICUT

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Skills

Software: JavaScript, Typescript, Java, Git, React, SQL, Postgres, MongoDB, Docker, Selenium, Jest, HTML/CSS

Employment

Associate Software Engineer   **Aug 2022 - Feb 2024**
Verint Systems Inc.   *Melville, NY*
- Increased project efficiency by 10% through timely software development, leading to on-time project completion within a year.
- Reduced post-release bugs by 15% through rigorous code reviews and testing.
- Engaged in agile methodologies to adapt to changing project requirements and priorities, fostering a dynamic and collaborative work environment.

Engineer   **Apr 2016 - Sep 2021**
Garg Consulting Services   *Rocky Hill, CT*
- Enhanced communication by developing project updates, analysis reports, and meeting minutes, increasing the project manager's decision-making efficiency by about 30% during bi-weekly meetings.
- Identified and rectified critical construction errors, preventing potential overruns and saving approximately $200,000 in costs.

Education & Certifications

Cognizant Java Accelerator Program   **June 2022 - Aug 2022**
Certificate of Completion, Southern Methodist University   *Dallas, TX*

University of Connecticut Coding Bootcamp   **Sept 2021 - Mar 2022**
Certificate of Completion, Trilogy Education Services   *Storrs Mansfield, CT*

University of Connecticut   **Dec 2015**
B.S. in Civil and Environmental Engineering   *Storrs Mansfield, CT*

AWS Certified Solutions Architect   **Exp May 2025**
Amazon Web Services (AWS)

Software Projects

Sorting Visualizer · 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 · paperpatch.github.io/key_input/
- Designed a mini-game inspired by Lost Ark. Implemented features such as score tracking and time limits to enhance player engagement and replay value.

Trackend · 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 · 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.