

Patrick Murphy

✉ [linkedin.com/in/patlm](https://www.linkedin.com/in/patlm)

 patlm.github.io
 github.com/patlm

EXPERIENCE

Lattice

Software Engineer | Fully Remote

Jun 2025 – Nov 2025

- Built RAG-based tool within LangGraph AI assistant (20+ tools) to deliver survey data insights, owning question-level insights while iterating on prompt structures to reduce hallucinations and token costs across two production releases
- Extended AWS Bedrock integration to support multiple concurrent knowledge bases in TypeScript monorepo, allowing experimentation with different foundational models and chunking/embedding strategies
- Delivered production features including beta feedback mechanism (React) and document sync safeguards (NestJS), reducing third-party integration failures and enabling data-driven product iteration

Box

Software Engineer | Redwood City, CA

Aug 2022 – Jun 2025

- Developed and maintained front-end features (React) and back-end components (PHP, Java, Node) for the core web app, serving millions of daily active users
- Shipped full-stack solution enabling compliance for high-value financial services accounts, meeting critical deadline
- Enhanced front-end observability by expanding instrumentation and leading evaluation of a real user monitoring tool
- Partnered with product and design to revamp file preview error messaging across all file types, improving UX consistency and reducing support volume

Design Studio Class / Hudl

Development Manager | Lincoln, NE

Aug 2021 – May 2022

- Led technical development of React Native app enabling athletes to create highlight videos in recruiter-friendly format
- Configured project setup (e.g. linting, testing, and pipelines), unblocked developers, and prioritized tasks with PM

Box

Software Engineering Intern | Redwood City, CA (Remote)

May 2021 – Aug 2021

- Engineered GraphQL domain for a notification center service, streamlining queries and enabling future scalability

Nelnet

Software Engineering Intern | Lincoln, NE (Remote)

May 2020 – Jan 2021

- Implemented feature-driven and client-requested changes to C# .NET Web API and Angular front-end

Horizontal Boring & Tunneling

Application Developer | Exeter, NE (Remote)

May 2018 – Aug 2022

- Created and maintained internal company Android application used by 100+ field employees
- Automated contact sharing and digitalized field workflows improving collaboration and eliminating mail wait time

PROJECTS

Cashister: Native iOS cash register app designed to increase concessions efficiency with 1,000+ downloads (Since 2017)

Chess Bot: Python bot with minimax-based algorithm built for 7-day challenge (7th/29 Pinata Chess Challenge 2024)

SKILLS

Proficient: JavaScript, TypeScript, React, Node.js

Experienced: Python, Java, Angular, HTML/CSS, GCP/Kubernetes, Jenkins

Intermediate: SQL, C#, PHP, Kotlin, Swift

EDUCATION

University of Nebraska-Lincoln | GPA: 3.97 | Highest Distinction

B.Sc. in Software Engineering; Minors in Business and Mathematics

Aug 2018 – May 2022

Honors: Raikes School of Computer Science and Management Honors Program, Regent's Scholar, Dean's List