

# Patrick Canfield

San Francisco, CA

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## Summary of Qualifications

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Over 10 years experience as Software Engineer

- Built AI-native applications
- Implemented solutions from “zero to one”
- Mastery of TypeScript's type system
- Proficient with Python, Linux, Postgres, CSS, React, and of course, JavaScript
- Experience in Insurance, Education, Fintech and Gaming
- Able to empathize with users, UI/UX intuition

## Experience

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### **FRONT END ENGINEER**

August 2025 – September 2025

Unlimited.ai, San Francisco, CA

- Pinpointed UI/UX deficiencies in existing application and Figma mockups and suggested solutions
- Collaborated with design to create well-documented software components
- Accelerated UI development by introducing a UI component library made with Storybook
- Rectified and standardized frontend coding patterns with modern techniques
- Note: I was laid off because the company decided to limit the dev team to their Houston office and I was remote

### **SENIOR SOFTWARE ENGINEER** *(part-time contract)*

October 2024 - July 2025

Socratic Garden, San Francisco, CA

- Built AI-powered Socratic tutor using Next.js, TypeScript, OpenAI API
- Engineered transition of massive collection of multilingual AI-generated pages from dynamic rendering to static (SSG) rendering
- Integrated Stripe payments for instructor-generated materials marketplace
- Increased reach 800% and reduced CPC by 50% with automated multilingual Google ads generation with Python/AI

### **SENIOR SOFTWARE ENGINEER** *(contract)*

July 2022 – February 2023

Mappa Labs, San Francisco, CA

- Integrated and fine-tuned A\* pathfinding into dynamically generated 3D environments for tap-to-nav support on touch devices
- Optimized memory management, leading to 20% faster loading and smoother gameplay on mobile platforms
- Built visual debugging system for path-finding algorithms
- Developed unit testing framework which helped me identify and resolve critical physics engine bugs

- Mentored junior engineers on best practices.

**SENIOR SOFTWARE ENGINEER** *(contract)*

July 2021 – February 2022

Infinite Reality, San Francisco, CA

- Built system which streamed GeoJSON to render realistic landscapes in real-time 3D
- Reduced dropped frames by 70% leveraging web workers
- Fostered the peer review culture by including tests, screencaps and proactive comments on pull requests
- Maintained comprehensive technical documentation and unit tests

**SENIOR SOFTWARE ENGINEER**

October 2018 – January 2021

Rally Health, San Francisco, CA

- Spun up a new microservice, which reduced time to first meaningful paint by 15%, and learned Scala in the process
- Supported peer reviews by extending pull request management Slack bot to highlight pull requests needing attention
- Promoted the engineering culture, publishing public engineering blog article on real-time communication with persistent HTTP connections, praised by more senior engineers for elucidating an underappreciated technique
- Mentored junior engineers and established coding standards
- Provided on-call support for issues in production environment

**COFOUNDER**

October 2016 – February 2018

EventRay, San Francisco, CA

- Designed and built WYSIWYG event registration form editor using React and Python
- Implemented comprehensive unit testing framework. Established version control workflows

**UI SOFTWARE ENGINEER**

March 2016 – October 2016

Metromile, San Francisco, CA

- Accelerated UI development with rapid-prototyping scaffolding.
- Built trip visualization with interactive maps.
- Created Angular directives for loading animations and image optimization.
- Resolved critical race conditions in customer-facing applications.

## Education

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BS - Computer Science, University of North Florida, Jacksonville, FL

## Projects

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[Zomboban](#) - 3D Game / Game engine (TypeScript, THREE.js)

[Wax Editor](#) - Currently a toy virtual machine. Aspirationally, a multimedia software platform a la Adobe Flash (TypeScript, React)

[ArtOfJapanese.com](http://ArtOfJapanese.com) - A site for learning Japanese via immersion and interactive exercises  
(Python/Django, JavaScript, CSS, Postgres, Docker, YouTube iFrame API)