

Patrick Quach

An ambitious software engineer looking forward to improve technical skills

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EXPERIENCE

ODME Solutions, San Diego — *Software Engineer*

MAY 2020 – PRESENT

- Implement frontend input text fields, radio buttons, checkbox options as well as input validation with ReactJS.
- Contribute in implementing geo-fencing feature for the US Navy web map application, users can draw shape in a specified area on the map using 3rd party api ArcGIS.
- Build and deploy war files to Ozone Widget Framework.
- Develop REST api endpoints with Spring and Hibernate framework.
- Verify and test api calls integrity using Postman app.
- Create and convert instructional and technical documentations for users using LaTeX.
- Troubleshoot, debug, and refactor to maintain good coding practice.
- Participate in daily scrum, sprint review and retrospective meetings.

Moebius Solutions, San Diego — *Software Engineer*

DECEMBER 2019 - MARCH 2020

- Implement UI buttons, sliders, and context menu in ReactJS.
- Manage the states of menu selection, radio and box check buttons with Redux.
- Refactor React code to use new and up-to-date react hooks, functional components and ES6 syntax.
- Build frontend template for desktop app with Electron framework.

Rimrock Capital Management, Irvine — *Software Developer*

JULY 2019 - SEPTEMBER 2019

- Write Python scripts which use pandas library DataFrame to archive local database records and send it to AWS server. Turn the scripts into automated task with windows task scheduler.
- Create and improve stored procedures execution time for backend API.
- Write unit tests for Python scripts and database stored procedures with C#.
- Create and add table columns for web application with ReactJS.

EDUCATION

California State Polytechnic University Pomona - Pomona

SEPTEMBER 2017 - MAY 2019

B.S Computer Science

Overall GPA: 3.75

Mt. San Antonio College – Walnut

SEPTEMBER 2014 - MAY 2017

A.S Mathematics

PROJECTS

Infinite Runner Game — *IOS game app*

A 3D game in which the player is constantly trying to avoid obstacles while collecting buffs and items to reach a higher score. This is a solo project and it runs on IOS devices. It is built using Unity Game Engine and C# as programming language. Free assets provided by Unity store are used as game objects. The purpose of this project is to learn more about different software development fields, in this case game development. Also, it is served as a cool project to improve programming techniques and efficient use of objects with data structure like Object Pool.

Comic Book Website — *Software Engineer university course*

Contributed in designing and developing a dynamic website consists of various online activity features such as like/dislike, comment, rating, etc. The project is built using Django MVC framework and pure CSS for front-end styling. This is a group project consists of 4 members. My tasks focus on frontend development and occasionally help other peers with backend debugging and troubleshooting. The comic books data is scraped from a database website. The website displays info for each comic books such as series, title, author, publishers, price, as well as the rating, comments, likes/dislikes from other users. It also allows users to create their own accounts and have their own personal profiles. The website was hosted on AWS.

SKILLS

Java, JavaScript, TypeScript, C#, Python, SQL, HTML, CSS

TECHNOLOGY

ReactJS, Redux, Hibernate framework, Java Spring Boot, MS SQL, PostgreSQL, Docker, Unity, Django, BitBucket, Jira, Confluence, Git Version Control, WordPress, Electron, LaTeX, Tomcat, JBoss, WildFly, Ozone Widget Framework, pgAdmin

LANGUAGES

Vietnamese, Cantonese, Mandarin

CERTIFICATIONS

CompTIA Security+ Certification - 2020

CLEARANCE STATUS

Active Secret Clearance