

Patrick Quach

An ambitious software engineer looking forward to improve technical skills

EXPERIENCE

ODME Solutions, San Diego — Software Engineer

MAY 2020 - PRESENT

- Frontend and backend API development.
- Contribute in implement geo-fencing feature for the US Navy.
- Create instructional and technical documentation for end users.
- Troubleshoot, debug, and refactor to maintain good coding practice.

Moebius Solutions, San Diego — Software Engineer

DECEMBER 2019 - MARCH 2020

- Build frontend web and desktop app with Electron framework.
- Refactor code to use new and up-to-date API library.

Rimrock Capital Management, Irvine — Software Developer

JULY 2019 - SEPTEMBER 2019

- Write Python automation scripts to archive database records to AWS.
- Create and improve stored procedures for backend API usage.
- Write unit tests for Python scripts and database stored procedures.

EDUCATION

California State Polytechnic University Pomona - Pomona

SEPTEMBER 2017 - MAY 2019

B.S Computer Science

Mt. San Antonio College - Walnut

SEPTEMBER 2014 - MAY 2017

A.S Mathematics

PROJECTS

IOS 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.

Comic Book Website — Software Engineer university course

Contributed in designing and developing a dynamic website hosted on AWS. The website consists of various online activity features such as like, dislike, comment, rating, etc.

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SKILLS

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

TECHNOLOGY

ReactJS, Redux, MS SQL,
PostgreSQL, Docker, Unity,
Django, BitBucket, Jira,
Confluence, Git Version Control,
WordPress, Electron, LaTeX

LANGUAGES

Vietnamese, Cantonese,
Mandarin

CERTIFICATIONS

CompTIA Security+
Certification - 2020

CLEARANCE STATUS

Active Secret Clearance