

Patrick Canny

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EDUCATION

- **The University of Kansas** Lawrence, KS
Bachelor of Science in Computer Science, Minor in Mathematics; GPA: 3.53/4.00 *Aug. 2015 – May 2019*
 - **Self Engineering Leadership Fellowship:** Competitively selected for leadership aptitude and business acumen, honed skills in management, collaboration, and effective communication.

EXPERIENCE

- **Connekt Technologies** Denver, CO
Software Engineer *Feb. 2019 - Present*
 - **Infrastructure:** Migrated application build system to Google Cloud Build, cutting build times by 54%, helping increase developer productivity and reduce build costs. Designed and implemented Kubernetes deployment pipelines using Spinnaker. Automated build, test and code quality reporting for each pull request.
 - **Katigoros:** Led the creation of an internal tool to view and manage integration test details. Allows for the cause of breaking changes to be identified more quickly and for any impacted test executions to be updated on the spot.
 - **FLX Tools:** Developed a React web interface for designing smart TV applications, sales campaigns, and real-time advertisements. Took a managerial role in the creation of a major application templating feature.
 - **Canvas Builder API:** Designed a new API using Typescript and Node.js to support a future SaaS product offering, advocating for and successfully achieving 100% unit test coverage.
- **FanThreeSixty** Kansas City, MO
Software Engineering Intern *May 2018 - Aug. 2018*
 - **Data Storage Optimization:** Identified and removed the cause of a major storage bug, minimizing redundant data storage and improving application save/load times in 10+ production systems.
 - **Euphoria Feature Integrations:** Implemented high-value features for a timely launch of two new clients. These new features gave our team the ability to sell our product to a new set of customers, effectively expanding our market reach.
- **Scales Collective** Denver, CO
Co-Founder *June 2015 - Present*
 - **Scales Open:** Organized, promoted and hosted three fully online yoyo competitions, as well as one in-person contest in Las Vegas. Created a Python script to automate the process of downloading, renaming and sorting submitted routines, allowing a normally time-consuming task to be done in minutes.
 - **Podcast and Live Show:** Contributed to the first-ever podcast about competitive yoyoing by editing, generating content and occasionally hosting. Spun off into a weekly live show with consistent fan engagement.
- **Larimer County Conservation Corps** Fort Collins, CO
Trail Crew Mentor *June 2017 - Aug. 2017*
 - **Conservation Projects:** Led a team ranging from 6-12 students in trail construction and maintenance projects, managing daily outcomes and personal development activities.

PROJECTS

- **Bot or Not:** Aggregated tweets from known pathogenic Twitter accounts, developed a React Native application that allows users to vote on if an account is a bot, and used ML algorithms to classify accounts with 80% accuracy.
- **PGN to Dataframe Processor:** Python library for converting chess game notation into Pandas dataframes. Used to analyze 25GB of chess game data with Random Forest Classification and Neural Networks.
- **Cannonball:** Location based check-in app that allows event hosts to create Slack workspaces based on check-in data.
- **Needle:** Flask web application that enables users to rate their friends' Spotify libraries.
- **Tomatobot:** Slack-native Python implementation of the Pomodoro time management technique.
- **Roll.sh:** Bash script that allows users to roll any number of dice with any number of sides from a shell prompt.
- **Alexa CLI:** Accessibility-improving Alexa app that provides a voice interface for shell commands.
- **C-Subset Compiler:** Wrote a compiler for a subset of the C language as part of a compilers course.

PROGRAMMING SKILLS

- **Languages:** Python, Javascript, C++
- **Technologies:** GCP, Kubernetes, Flask, React, Vim, Linux OS