

# Patrick Canny

patrickcanny.com

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## EDUCATION

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- **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.

## PROGRAMMING SKILLS

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• **Languages:** TypeScript, JavaScript, Python, C++

**Technologies:** Vue, React, Node, GCP, Flask

## EXPERIENCE

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- **VIZIO**

Denver, CO

*Software Engineer*

*June 2020 - Present*

- **WatchFree+:** Linear TV streaming application created by Vizio. I have been involved with architecting and implementing this product, and have owned several major iterative features (such as Favorite/Recent channels).
- **SmartCast TV Client:** TV-specific web application written in Vue and TypeScript, used daily by hundreds of thousands of users. I have contributed several key features to the product, including an integration with a new authentication service, as well as a multi-format video player.
- **SmartCast Infrastructure:** Owned the SmartCast client release process, migrated several key features to TypeScript, helped improve unit test coverage, and contributed extensively to a new documentation initiative.

- **Connekt Technologies**

Denver, CO

*Software Engineer*

*Feb. 2019 - March 2020*

- **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:** 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:** Content Management System for designing smart TV applications, sales campaigns, and real-time advertisements. Took on a managerial role in the creation of a 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*

- **Euphoria:** Euphoria is a cross-platform mobile application used by sports organizations to create and foster new fan interactions. Used Java to develop and test backend services used by an ever-expanding set of clients.
- **Data Storage Optimization:** Identified and mitigated a major storage bug, minimizing redundant data storage and improving application save/load times in 10+ production applications.

- **Scales Collective**

Denver, CO

*Software Consultant*

*June 2015 - Present*

- **Online Event Automation:** Automated the process of downloading, renaming and ordering assets for an online competition, reducing a time-consuming task to a simple command line application.

## PROJECTS

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- **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.
- **Roll.sh:** Bash script that allows users to roll any number of dice with any number of sides from a shell prompt.
- **TomatoBot:** Slack Bot that implements the Pomodoro time management technique, written in Python.