Patrick Hulce

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[FULL-STACK ENGINEER, PHOTOGRAPHER, ENTREPRENEUR]

Education

University of Pennsylvania *summa cum laude*	December 2014
Bachelor of Applied Science in **Computer Science**	GPA: 3.89 / 4.0

Work Experience

Lead Engineer **Solvvy** *JavaScript, Java, Python* November 2015 – Present

- Oversaw all development throughout rapid prototyping and early product market fit phases.
- Built everything from administrative UIs to ML/NLP data pipelines to the public facing APIs.
- Joined as the first engineer after an enterprise pivot and wore multiple hats: interfacing with customers, managing remote contractors, and developing everything across the stack.

Software Engineer **Yahoo!** *(Acquired BrightRoll)* *Scala* August 2015 – October 2015

- Identified as one of Yahoo's top thirteen young software engineers and selected for the Engineering Associates Program guided by David Filo, co-founder of Yahoo.
- Built components to scale the knowledge graph for the next billion entities.

Software Engineer **BrightRoll** *JavaScript, Scala, Ruby* January 2015 – August 2015

- Worked as a full-stack engineer on the UI and APIs for the BrightRoll DSP.
- Re-architected, developed, and puppetized the BrightRoll DSP's search API, which decreased latency by 20%, CPU usage by 70%, and error rates by 100% under typical load.

Software Engineering Intern **Google** *JavaScript, Java* June 2014 – August 2014

- Architected and developed a server-side layout engine that determines optimal positioning and sizing of photographs and story elements given any arbitrary screen size.
- Developed a flexible JavaScript layout renderer that renders elements defined by a custom layout language, the foundation of the Google+ Stories web client.

Software Engineering Intern **50onRed** *JavaScript, Python* January 2014 – May 2014

- Developed browser extensions, UI components, and ML-based personalization engines.

Software Engineering Intern **NextDocs** *JavaScript, C#* June 2013 – August 2013

- Architected an ETL tool to manipulate information on millions of documents in clinical trials.

Founder **Valkyrie Information Systems** *JavaScript, PHP* January 2011 – September 2012

- Created and marketed a publication management system for high school publications.

Personal Projects

Lorum Tracker Python / JavaScript

Mobile web application for keeping score, determining player rankings, and tracking statistics in a family card game. Custom computer vision component to automatically process handwritten score sheets.

Destiny Gun Damage *International Business Times: Top 5 Destiny Community* JavaScript / AngularJS

Web application to compare the damage done by various gun and perk combinations in the video game *Destiny*. Used by nearly 30k users, the popularity of the site required increased scale in my servers in AWS.