

Patrick Hunner

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Education

University of Minnesota – College of Science & Engineering – Twin Cities (Minneapolis, MN)

Degree: BS Computer Science

GPA – 3.59

Expected Graduation – Dec 2023

Experience

Cardamom – Minneapolis, MN

Oct 2021 - Present

Server/Bartender

- Fostered a safe, enjoyable environment for employees and guests to gather around a meal.
- Trained and mentored new employees to help them feel welcome and confident at work.
- Communicated with co workers during busy and chaotic times to ensure everyone felt supported.

1Cademy – Minneapolis, MN

Nov 2021 – May 2022

Crypto-Economics Research Intern

- Conducted research on developments in cryptocurrencies and related economic implications.
- Presented my findings to a team and displayed that information on the 1Cademy platform in a readable, digestible, and manageable format optimized for easy learning and comprehension.

Global Poetics Project (GPP) – Minneapolis, MN

February 2021 – May 2021

Data Intern

- Increased the robustness of the GPP by adding over 100 different publishers to their catalog.
- Communicated directly with poets and publishers to arrange a more fluid publishing system, allowing people to easily get their work into the world.

Projects

Drone Simulation System - C++

Docker Link: <https://rb.gy/iw383>

- Utilized different design patterns such as abstract factories, strategy, decorators, and observers to write fast, sustainable, readable, reusable, and extendable code.
- Documented with Doxygen and packaged in a Docker container for easy public use.

COT Data Analysis - *Python*

- Interacted with a third-party API to retrieve historical financial commodity data.
- Created a scalable analysis system for other users to build off for their specific use cases.
- Implemented efficient algorithms to analyze and store historical data in a readable xlsx format.

Skills and Relevant Coursework

- Algorithms & Data Structures 1 and 2, Advanced Programming Principles, Operating Systems, Internet Programming, Database Systems, and Software Design & Development.
- Experience with Python, Java, C/C++, HTML, CSS, js, SQL, Git, and Unix/Linux.
- Skills in communication, team building, and development methodologies (agile scrum/waterfall).

Involvement

- Pianist, guitarist, and banjo player for student music groups throughout high school and college.
- Advocate in multiple high school student innovation teams from 2017-2021.
- Member of the Search Committee for the current Episcopal Bishop of MN in 2019.