

PATRICK PUGA

SOFTWARE ENGINEER

CONTACT

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EDUCATION

M.S. Electrical Engineering

The University of Texas at El Paso
El Paso, TX | 2011

B.S. Electrical Engineering

The University of Texas El Paso
El Paso, TX | 2005

SKILLS

- React
- JavaScript (ES6)
- Java
- C#
- SQL
- Jira
- .NET/ASP.NET Core
- Redux
- Mobx
- Gatsby
- GraphQL
- Agile Development
- Microservice Architecture

PROJECTS

- My portfolio website designed using Gatsby, React, and Contentful CMS
- PWA using React that displays real time price information for BTC, LTC, and ETH cryptocurrencies

INTERESTS

- Mountain Biking, hiking, guitar, cruising on my boosted board
- Humane Society of El Paso site volunteer
- Volunteer After School Sports Program (VASSP) kindergarten and 1st grade soccer coach

PROFILE

Full stack software engineer specializing in developing exceptional, secure, highly scalable websites and applications. Experience with full software lifecycle development, agile methodology, and working in cross-functional teams.

EXPERIENCE

SENIOR SOFTWARE DEVELOPER | Active Secret Clearance

KILIUDA CONSULTING LLC | EL PASO, TX | 2014 - PRESENT

Contractor for the U.S. Drug Enforcement Administration (DEA) El Paso Intelligence Center (EPIC) Innovation and Special Programs Unit.

- Developing a new application (Saas) for law enforcement deconfliction (determining when law enforcement are conducting events in close proximity to one another).
- Designed and implemented app frontend using React, MobX.
- Created custom React starter with Webpack that is being used for future React apps significantly reducing development time.
- Developed backend microservice APIs for user search, picklists, and geolocation using .NET framework, migrating from the previous monolithic architecture.
- Implemented a location microservice that leveraged Apache's Solr search engine geospatial capability, vastly increasing the speed over the original applications use of SQL stored procedures.
- Promoted unit testing for all new development ensuring future applications would be on track for CI/CD (continuous integration, continuous deployment) migration.
- Assisted a separate team with the refactoring of a React application, guiding them on best practices and helping split the code into reusable components reducing bugs and increasing future maintainability.

DISPLAY APPLICATIONS ENGINEER

MICRON TECHNOLOGY | LONGMONT, CO | 2011 - 2012

Applications engineer for Micron's FLCOS (ferroelectric liquid crystal on silicon) microdisplay products.

- Provided technical expertise and worked directly with customers integrating Micron's technology into their prototypes.
- Assisted in the development and testing of Micron's POP iPhone 4 pico projector mobile app identifying several major issues.
- Programmed custom scripts for automated display testing (assembly language and MATLAB scripting) dramatically increasing the number of devices tested.
- Authored technical notes for display scaling, memory access/programming, and thermal design considerations allowing customers to more quickly develop prototypes.