PATRICK PUGA

SENIOR SOFTWARE ENGINEER

CONTACT

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Denver, CO, United States



www.patrickpuga.com

EDUCATION

The University of Texas at El Paso El Paso, TX

M.S. Electrical Engineering | 2011 B.S. Electrical Engineering | 2005

SKILLS

Programming Languages

JavaScript, TypeScript, Python, SQL, CSS, Sass

Libraries & Frameworks

React, React Native, GraphQL, Node, Apollo, Redis, Flask, Gatsby

Tools & Platforms

Git, GitHub, AWS, Docker, Jira, Confluence, Contentful, LaunchDarkly

FEATURED PROJECTS

patrickpuga.com (V2)

My portfolio website designed using Gatsby, React, Contentful and Styled Components

baezaengineering.com

A client site built using Gatsby/react while preserving original look.

INTERESTS

Mountain Biking, hiking, guitar, paddleboarding (anything outdoors) Previously a site volunteer at the Humane Society of El Paso and a VASSP kindergarten/1st grade soccer coach

PROFILE

Senior software engineer with experience in full lifecycle development, full stack software and collaborating effectively within cross-functional teams.

EXPERIENCE

Senior Software Engineer | Nutrien Ag Solutions | Feb 2021 - Present

- Deliver high-quality, robust production ready code that plays a pivotal role in improving client experiences across a diverse range of projects such as:
 - Digital Hub: Web and mobile application built using react/react-native that allows crop consultants and agronomists stay connected to online tools
 - Digital Partners: A python-based backend external partner API and notification system
- Debug code, swiftly identifying and resolving issues to ensure functionality and client satisfaction
- Collaborate closely with cross-functional teams, including designers, project managers, and fellow software engineers, translating concepts into production-ready solutions
- Proactively provide leadership within the engineering department through knowledge sharing, mentorship, and fostering a culture of continuous learning
- Participate in daily standups and weekly refinement sessions as well as architectural design meetings

Senior Software Developer | Kiliuda Consulting LLC | 2014 - 2021

- Contractor for the U.S. Drug Enforcement Administration (DEA) El Paso Intelligence Center (EPIC) Innovation and Special Programs Unit
- Created new SaaS application to aid law enforcement in event deconfliction, identifying and coordinating simultaneous operations in close proximity
- Designed and architected the first iteration of the deconfliction app using React, MobX JS, Sass, and Jest/React testing library
- Contributed significantly to the creation of an application used to allow law enforcement personnel report drug seizures and use that data to identify likely locations on vehicles
- Built custom micro services using Node.js for data used across multiple applications
- Helped develop a POC IOS app for mobile deconfliction using React Native, showcasing the innovation teams' ability to quickly deliver production ready mobile applications
- Implemented a location microservice leveraging Apache's Solr search engine geospatial capability, vastly increasing the speed over the originals use of SQL stored procedure calculations
- Assisted in refactoring legacy apps, guiding teams on best practices and helping refactor code into reusable components reducing bugs and increasing future maintainability
- Led efforts to create onboarding materials for new developers while consistently updating the team's Confluence documentation

Web Developer | Freelance Web Development | 2013 - 2014

• Built custom portfolio websites using WordPress and HTML

Display Applications Engineer | Micron Technology | 2011 - 2012

- Applications engineer for Micron's FLCOS (ferroelectric liquid crystal on silicon) micro display products
- Assisted in the development and testing of Micron's POP iPhone 4 pico projector mobile app identifying several major issues early in development
- Programming 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