

Patrick McGuigan | Software Engineer

Lakewood, CO | 720-724-0583 | patrick.mcguigan5@gmail.com

Linkedin: [Linkedin.com/in/patrickmcguigan](https://www.linkedin.com/in/patrickmcguigan) | Portfolio: pmworks.dev | GitHub: github.com/pattshreds

Education

Curry College - Milton, MA

Bachelor of Arts in graphic design with a focus on web design and page layout

09/2009 - 05/2013

General Assembly - online

Certificate in software engineering

10/2020 - 2/2021

Experience

Front End Software Developer - DropIn

09/2024 - current

- Quickly learned to actively contribute to the large-scale codebase employing React Native, TypeScript, and PostgreSQL, enhancing mobile app development efficiency and functionality.
- Built and maintained multiple reusable components, enhancing development speed and code consistency.
- Wrote and maintained automated tests using CircleCI, helping to reduce regression bugs by 25%.

Customer Success Manager - Friction Labs

10/2021-07/2023

- Utilized my expertise in technology and relationship management to enhance workflow efficiency by 20%, implementing multiple new and innovative methodologies across all stages of the sales process.
- Served as the primary contact for our hundreds of U.S. based accounts, fostering a reputation for the company as an accessible and pleasant partner to work with.

Brand Ambassador - Porsche

11/2018 - 12/2020

- Achieved a daily minimum quota of 5 appointments by maintaining consistent, value-driven communication with clients at all stages of the automotive shopping process, contributing to 20% of the store's total sales revenue.
- Facilitated cross-departmental collaboration to ensure a comprehensive and personalized customer experience tailored to individual needs.

Projects

PokeSearch - github.com/pattshreds/PokeSearch

- PokéSearch was created using technologies such as HTML, CSS, Javascript and jQuery and a third party Pokémon API.
- This project allows users to search the API for information on any specific Pokemon as well as Berries from any Pokemon game.

Moodset - github.com/pattshreds/music-app

- This application was developed because of my interest in learning how to create a platform where someone can upload and play music files, and create playlists in a full-stack application.
- Javascript, Node.JS, Mongoose, Express.JS, .EJS, and Cloudinary were the tools used.

Technical Skills

Languages - HTML, CSS, Javascript, Typescript, SQL, MQL

Frameworks / Libraries - jQuery, React.js, Next.js, Mongoose, Express.js, Bootstrap, Material-UI

Database Management - Postgres, MongoDB, Vercel

Deployment - Heroku, AWS Amplify, Firebase, Netlify

Tools - Node.js, Git, NPM, Docker, Visual Studio Code, REST API, GraphQL

