

# Patrick McGuigan, Software Engineer

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## Education:

### **Curry College, 2013**

Bachelor of Arts in graphic design

### **General Assembly, 2021**

Certificate in software engineering

## Experience:

### **Front End Software Developer at DropIn, September 2024 - current**

- Leverage foundational software engineering knowledge to learn and actively contribute to a large-scale codebase employing React Native, TypeScript, and PostgreSQL, enhancing mobile app development efficiency and functionality.
- Adhere to code and Git conventions established by the lead developer to ensure consistency and readability across the application as well as on GitHub.
- Perform a range of testing using circleCI to maintain code quality and consistency.

### **Customer Success Manager at Friction Labs, October 2021-July 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 at Porsche, November 2018 - December 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**

<https://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**

<https://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 Platforms:** Heroku, AWS Amplify, Firebase, Netlify.

**Other Developer Tools:** Node.js, Git, NPM, Docker, Visual Studio Code, REST API, GraphQL.