Patrick Cockwell
Software Engineer

Address: 388 5th St, Unit 1, San Francisco, California
E-mail: pcockwell@gmail.com
Phone: 415-568-1103

I graduated University of Waterloo with a Bachelor of Software Engineering and am very interested in large data set analysis and visualization with experience in user acquisition and monetization of current users. I am looking to learn more on these topics and improve my design and development skills. I am familiar with, and excited about the startup/small company scene and hope to one day make my mark.

SKILLS AND QUALIFICATIONS

Languages

- **PHP**: Over 4 years of experience obtained working on projects including Orion, AuToDo, RoomClerk, and various analytics dashboards
- **SQL**: Over 6 years of experience gained working on a wide range of tools and tasks
- **Python**: Over 3 years of usage and experimentation for scripts and applications within the workplace and on personal tasks
- **Ruby**: Approximately 12 months of development for web application and data management purposes in the workplace
- Very experienced with **HTML**, **CSS**, **Javascript**

Tools and Software

- Well versed with the **Vertica** Analytics Platform as a result of analytics work in prior internships
- Expert with **MySQL** and **PostgreSQL** through work with multiple different forms of applications
- Familiar with several **Amazon Web Services** tools including **Redshift**, and S3
- Comfortable with **Unix** command line
- Experienced with multiple version-control systems including **Git** and **SVN**
- Frameworks/Toolkits: **Ruby on Rails**, **Django**, **CodeIgniter**, **Laravel**, **Kata (PHP)**, **jQuery**, **Twitter Bootstrap**, **Pylons**
- Editing Tools: **vim**, **Textmate**, **Sublime**, **Notepad++**, **PHPStorm**
- Operating Systems: **Linux**, **Mac**, **Windows**

Other Skills

- Have resided in **Velocity**, an exclusive residence incubator focused on **entrepreneurship** and **technology** for 4 terms
- Comfortable working in team environments and very experienced working on small teams
- Passionate about computer programming, gaming, web development, and large data visualization and management
- Currently interested in the field of machine learning
- **Fully bilingual**, and fluent in English and French

RELEVANT PROJECTS

Orion Analytics Project

Real Time Data Graphing   **October 2011 - May 2013**

- Determined specifications, designed, and helped to build a real time graphing tool for my workplace
- Built version 1 of a real-time data visualization tool using PHP, jQuery, AJAX, and interactions with Graphite, a real time time-series data aggregator
- Revamped the project using CodeIgniter and Bootstrap along with the help of coworkers, and eventually open-sourced (see below for link) the project during a returning internship
- Currently working to keep the system up to date, and provide feature upgrades
- Project currently has 10+ forks on GitHub and has been implemented and used at other companies

Heroes of Newerth AI Bots

Artificial Intelligence Bots   **February 2013 - February 2014**

- Developed the Soul Reaper AI bot that was approved, and included in the retail game
- Member of the AI Bot Team, a group of community members that discuss, review, and approve other community bots before they are sent to S2 Games for final approval and inclusion in the game
- Developed multiple algorithms that have been integrated as general behaviors for all bots

---

WORK EXPERIENCE

Breeze Labs Inc.

Software & Data Engineer   **March 2015 - Present**

- Developed multiple integrations with complex external APIs to gather data ranging from credit reports to vehicle locations and mileage
- Single-handedly managing and enhancing the entirety of the data and analytics infrastructure
- Built many tools to improve the accuracy and reliability of reports to investors and external interests

Hearsay Social Inc.

Software Engineer   **July 2014 - February 2015**

- Designed and developed a Data Warehouse product, including Extract-Transform-Load process, using S3, Redshift, and custom Python code
- Worked to parallelize extraction and transformation of data to improve speed and efficiency
- Incorporated heavy data security constraints imposed by clients and business model

S2 Games Inc.

Web Development Intern   **July 2013 - December 2013**

- Designed and built the functionality for the website to accompany S2 Games' newly released title, Strife, which reached over 15,000 unique visitors per month in its first few months
- Built a forum system from the ground up alongside a small team
- Various web development tasks while working remote
- Built an Artificial Intelligence bot that was added to Heroes of Newerth, S2 Games' other major title

GREE International Inc./Funzio Inc.

Analytics Engineering Intern   **May 2012 - August 2012**

- Developed multiple analytical display dashboards from the ground up for the Analytics Engineering Team
- Helped design analytics databases for games in development
- Revamped and worked towards open-sourcing the Orion Analytics Project (mentioned above)

Funzio Inc.

Analytics Engineering Intern   **September 2011 - December 2011**

- Designed a crucial data dashboard for executives that helped monitor daily activities
- Helped manage the flow of data through the analytics platform to ensure a stable system
- Accomplished many tasks spanning from Python script work to iOS development

---

EDUCATION

University Of Waterloo

Bachelor of Software Engineering (BSE)   September 2009 - March 2015

- Received a total of 2 years of workplace experience through the University of Waterloo Co-op Program
- Course work included Data Structures and Data Management, Algorithms, Concurrency, Database Management, Numerical Computation, Artificial Intelligence, Cryptography and System Security, and Computer Intelligence

---

ADDITIONAL INFORMATION

Github: https://github.com/pcockwell/

Orion Analytics: https://github.com/gree/Orion

Heroes of Newerth AI Bots: https://github.com/s2games/Heroes-of-Newerth-Bots