Patrick Demian

21 Welsford Gdns, Suite 311 Toronto ON M3A 2P6 Canada (647)-453-0908 me@patrickdemian.me https://github.com/pdemian

Skills & Abilities:

- Proficient in C/C++ C#, Java, JavaScript, PHP, SQL, Shell, x86 assembly
- Experienced in using Visual Studio, Unity3D, Git, SVN, and Team Foundation
- Experienced in cross-platform mobile app development for Android and iOS
- Full stack web development with backend specialty
- Familiar with agile development and adapting with rapidly changing project requirements
- Ability to debug quickly and optimize code for production use

Education:

Ryerson University

2013-Present

- Undergraduate in Computer Science
- Expected to receive Bachelor of Science (Honours) in June 2018

Work Experience:

Environment and Climate Change Canada Co-op Software Developer 2016-2017

- Maintained and updated the most trafficked Government of Canada website
- Worked as a full stack web developer using PHP, Perl, and JavaScript
- Implemented several highly prominent features that will be used by millions of Canadians
- Fixed many non-trivial long lived bugs, organized a large established codebase, and implemented modern security features

Rogue Specialty Transport
Co-op Junior Software Developer

2015

- Headed the design and development of internal tools using C# and Microsoft Transact-SQL
- Managed and bug tested established code bases
- Worked on future big data expansion with Hadoop under a Linux environment
- Worked with the data analytics department to collect, aggregate, and display up to date logistical information succinctly

<u>First-Year and Common Engineering Office, Ryerson University</u> <u>Software Developer</u> 2014

- Headed the design and development of a cross platform mobile application for students utilizing C# and SQL
- Created and managed a backend RESTful API
- Maintained quality while managing ever changing specifications and unexpected delays
- Self taught mobile app development on the job with no interference to the tight project schedule
- Optimized code and threading of the UI for a better user experience upon completion