
Patrick Hagmann

Backend Web Developer

San Mateo, California, 94403

Email: phagmann1@gmail.com

Phone: (650) 833-8399

Portfolio Page: phagmann.github.io

Linkedin: <https://www.linkedin.com/in/patrick-hagmann-972116121>

Github: <https://github.com/phagmann>

Profile

I am a self-employed web developer seeking new employment at a good company in California. Willing to relocate to the Los Angeles area if the job is right.

Language and Tools

- Ruby on Rails
- Python / Django
- Javascript
- HTML / CSS
- Git / Github
- MATLAB
- Heroku / Firebase
- Estimote
- AJAX / jQuery

Experience

Independent Contract Freelance Developer- *Remote*

March 2017 - Present

Backend - Ruby on Rails

- Implementing all backend and algorithmic responsibilities for a startup idea involving Estimote Beacons (BLE technology).
- Overseeing research and scalability of product for potential investors at Web Summit 2017.

Professional Development

The Firehose Project Web Development Bootcamp, Boston, MA - *Full Stack*

Web Development training, August 2016 - January 2017

Agile Team Project - November 2016 - Present

- Created a highly complex Chess Application with four other Junior Developers.
- Main responsibilities included backend framework of the entire database, setting up model functions for each type of piece using STI, and Setting up routes.
- <https://github.com/phagmann/ChessMultiPlayer>

Backend - Ruby on Rails

- Set up user authentication, routes, and several databases through git / github.
- Experienced with MVC and TDD.
- Notable Gems - devise, Stripe , figaro, ruby-prof, byebug, rails_12factor.
- Personally coached from Senior Developers.

Frontend - CSS / HTML, Javascript

- Proper formatting of websites and dynamic user interfaces using Javascript.
- Notable Gems - simple_form, carrierwave, will_paginate, bootstrap.

Notable Personal Projects

- Connect Four website using React. (<https://github.com/phagmann/react-tutorial>)
- Texas Holdem site. (<https://github.com/phagmann/PokerTrainer>)

Senior Coding Capstone Project - July 2015 - January 2016

- Created a desktop Pokemon game in Python, which uses Machine Learning techniques for the AI's Strategy.
- Notable Imports - NumPy, SciPy, Pygame
- <https://github.com/phagmann/PythonPokemonGamePlay>

Education

Whittier College, Whittier - *Math/Business Degree*

September 2012- May 2016

Pi Mu Epsilon Honorary Math Society

- Involved various math activities, exercises, and keynote speakers.