

Patricia Lo

📞 604-838-6936 | 📩 plo42@my.bcit.ca | 🌐 [pkwlo](https://www.pkwlo.com) | 💼 [in/patricia-lo/](https://www.linkedin.com/in/patricia-lo/)

Skills

Languages: Python, JavaScript (ES6+), TypeScript, PHP, Java, C, SQL, HTML5, CSS3, Bash

Frameworks: Node.js, Express.js, NestJS, React, Laravel, jQuery, Bootstrap 5, AJAX, Next.js

Database: MySQL, PostgreSQL, MongoDB, Firebase, DynamoDB, SQLite

Cloud Solutions: AWS, Docker, Kubernetes, Jenkins, Render, Cloudways

Other: Postman, Git, Windows, Linux, FileZilla

Work Experience

Freelance Fullstack Developer

Jun 2025 – present

Self employed

- Rebuilt the site using Laravel, Blade, HTML, and SCSS, updating outdated dependencies and improving performance and code organization.
- Handled secure file transfers (SFTP) and version control using Git/GitHub, collaborating with AWS hosting for deployment and maintenance.
- Worked closely with the client throughout the project — leading technical discussions, gathering requirements, and presenting progress updates.

Software Developer Intern

May 2024 – Dec 2024

XYON Health Inc.

- Wrote multiple scripts in Python to assist the integration of several different platforms into one database
- Handled writing all documentation, QA, and testing scenarios for an important version release in both staging and smoke testing in production post release
- Merged pull requests with code that includes new features, bug fixes, API upgrades, and documentation updates into production in both back end and front end

Hackathons

Developer | FriendFinder | Web App | [GitHub](#) | [DevPost](#)

Jan 2024

- Developed a chat app at nwHacks with a team of 4 using HTML, CSS, Javascript, and Firebase, resulting in real time chat rooms with friends and authenticated user accounts
- Applied problem solving skills, time management skills, and communication and teamwork skills to design, code, debug, and deliver a minimum viable product in 24 hours
- Presented a project pitch and live demo of FriendFinder to 3 judges, discussed the viability of our product and future improvements, and held a Q&A session, leading to self reflection

Personal Projects

Developer | HSR Relic Planner | Website | [GitHub](#)

May 2024 – Sept 2024

- Designed and created a website where users can create equipment sets for characters they want in the game Honkai Star Rail and save the sets to their inventory for quick viewing
- Built using React and Typescript, with all user information stored and fetched from MongoDB
- Studied React on my own time and created everything from scratch in this project

Education

Computer Systems Technology | Diploma

Sep 2023 – Dec 2025

British Columbia Institute of Technology

BSc. Degree | Biology Major, Psychology Minor

Sep 2010 – May 2014

University of British Columbia