Logan Patiño

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SUMMARY

College senior currently looking for a full-time software engineering position at a tech company. Interested especially in artificial intelligence and mobile development for Android.

EDUCATION

The Ohio State University, Columbus, OH   Expected Graduation: May 2017
B.S. Computer Science and Engineering (AI specialization)   GPA: 3.52 (Major GPA: 3.734)
Relevant Coursework:

- Data Structures and Algorithms (B+)
- Introduction to Low-Level Programming and Computer Organization (A)
- Survey of Artificial Intelligence I: Basic Techniques (A)
- Survey of Artificial Intelligence II: Advanced Techniques (currently enrolled)
- Machine Learning and Statistical Pattern Recognition (Spring 2017)
- Mobile Application Development (A)
- Design, Development, and Documentation of Interactive Systems (A)
- Introduction to Database Systems (currently enrolled)
- Social Media and Text Analytics (currently enrolled)
- Foundations of Speech and Language Processing (Spring 2017)

EXPERIENCE

Hyland Software, Westlake, OH
Software Development Intern, June – August, 2016

- Worked with a small team to update and improve a key feature of the company's main software suite (OnBase), whose development was approximately 75% done when my internship ended and was on track to be finished for the company's next major software release
- Utilized a variety of technologies related to .NET and web development

Nationwide Insurance, Columbus, OH
IT Applications Development Intern, May – November, 2014, May – August, 2015

- Assisted with deployment of two large packaged applications meant to become new company standards, while also getting experience with Java, JavaScript, and SQL Server

PROJECTS

Mobile Apps Class Project, January – May, 2016 (https://github.com/lpatino10/MobileApps)

- Worked with one other classmate to create an Android application to ease the creation and joining of pickup sports at Ohio State
- Built using Android Studio, utilizing Facebook and Google Maps APIs and Firebase for the database
- Received an A in the class

2D Game Development, August – December, 2015

- Designed replica of Super Mario Bros World 1-1 from the ground up as part of a six-person team
- Developed in the Visual Studio environment, using C# and the XNA framework
- Received an A in the class

QUALIFICATIONS

- **Languages:**
    - Proficient: Java, C#
    - Familiar with: C, JavaScript, Python
- **Technologies/Frameworks:** Firebase, HTML, CSS, Polymer, WPF, Git