Patrick Wilson

Full-Stack Software Engineer

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Employment

Full-Stack Software Engineer - Samsara, San Francisco
2019 - 2020

- Worked on an industrial IoT web application that provided alerting, reporting, an API, and real time visibility into the status and diagnostic information of powered equipment, and unpowered assets
- Backend in Golang, Frontend highly componentized in React, heavy collaboration with firmware devs
- Rearchitected the utilization report backend data pipeline to support variable available hours at a device level, monitored and instrumented an incremental stable rollout, achieved widespread feature adoption across 100+ enterprise and commercial sized customer organizations
- Investigated a high trafficked, high latency end point with AWS X-Ray, achieved a 10x avg speedup by batching several data requests, adding a new GRPC service to extract individual attributes, and unit tests

Full-Stack Mobile Engineer - Pocket Gems, San Francisco
2017 - 2019

- Worked on Episode - an iOS/Android application for mobile storytelling (200+ Million installs)
- Architected and implemented a number of features in Objective-C, Python, Cocos2d, External Frameworks including an in-house, provider agnostic, video ad waterfall / ad caching framework and an achievement based, incremental app unlock on-boarding flow (boosted ARPDAU -> 10%)
- Developed and maintained an Instagram-esque social network within Episode over Google Cloud Platform including posts, reporting, comments, likes, feed, profile, server monitoring at scale
- Started and ran the Episode Coding Bookclub - weekly meetings to discuss Objective-C / software readings and implemented changes aimed to better our infrastructure or team conventions

Software/Product Engineering Intern - Twilio, San Francisco
2015

- Developed demo apps and documentation for Twilio's Web RTC Video SDK product rollout
- Ported or added 50+ unit tests over to Apple's XCTest framework to stress test the SDK

Co-Founder/Head Developer - Stumped, Ann Arbor
2014 - 2015

- Managed a team of 8 (5 developers) towards a Fall 2015 multi-platform mobile/web app product launch at the University of Michigan (500+ users, 40+ DAU)
- Conducted weekly user tests to verify design / product decisions informing feature prioritization and workload allocation across the team

Education

Bachelors and Masters of CSE, University of Michigan, Ann Arbor
2011 - 2017

- 3.77/4.00 GPA (Bachelors) - 3.84/4.00 GPA (Masters)
- International Minor - volunteered / studied abroad in Cuzco, Peru & Granada, Spain
- Managed curriculum and lectured for ENGR 101, Introduction to Programming (MATLAB & C++)
- Studied a blend of topics in Software Engineering, Natural Language Processing, Information Retrieval, Artificial Intelligence, User Interface/Experience, Human Computer Interaction, Entrepreneurship

Additional Info

Languages:	**Python, Golang, React, Objective-C**, C++, Rails, Swift, Conversational Spanish
Frameworks:	**Google Cloud Platform, AWS**, Databricks, Cocos2d, Google Dialogflow, Amazon Redshift
Strengths:	Product/Eng Communication, Agile Methodology, Team Leadership, UI/UX Design
Interests:	Natural Language Processing, Classification/Prediction, Music Production, Cycling
Fun Fact:	Currently training for first Ironman 70.3 Triathlon