

PATRICKPONDO

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GITHUB <https://github.com/ppondo> **LINKEDIN** <https://www.linkedin.com/in/patrickpondo/> **LOCATION** NY/NJ

SKILLS React, Redux, JavaScript, Rails, Ruby, Python, Java, GraphQL, MongoDB, PostgreSQL, SQL, HTML5, CSS3, git, AWS S3

PROJECTS

UNCORKD (React / Redux, Rails, PostgreSQL)

Live: <https://uncork-d.herokuapp.com/>

Github: <https://github.com/ppondo/Uncorkd>

Clone of UNTAPPD, designed for users to discover new breweries and beers, and give them a platform to review(check-in) those beers and share their experience with friends.

- Increased AJAX request efficiency by including a filter object when fetching data from the Check-In (Reviews) API, only returning check-ins for a particular brewery, user, or beverage to improve scalability.
- Implemented eager loading for database querying to optimize the back-end and reduce load times when navigating through the application.
- Utilized Amazon Web Service's S3 platform by implementing file upload capabilities to the check-in form to allow users to easily include images for check-ins.

NINJA RUNNER (JavaScript, HTML5 Canvas, CSS3)

Live: <https://patrickpondo.dev/Ninja-Runner>

Github: <https://github.com/ppondo/Ninja-Runner>

Ninja Runner is an endless runner game in which you must dodge obstacles by sliding under or jumping over them, the goal is to run the furthest distance without hitting an obstacle!

- Created a parallax background by subtracting various scrolling speeds from different background layers' current positions on every frame update to simulate running experience and provide a depth of field.
- Devised a collision detection function that constantly checks the position of the sprite in relation to the whole obstacle, ending the game when the sprite comes in contact with it.
- Separated overall game, obstacle, parallax background, and ninja sprite logic into different classes to keep the code flexible and eliminate coupling issues.
- Developed UI animations for buttons and control icons using CSS keyframes to improve UX.

EXPERIENCE

Assistant Office Manager

Jaroslav S. Pondo, M.D., P.C.

May 2018 - Jan 2019, December 2019 - Present

- Initiated change of the office's patient filing system to inSync, an electronic medical records database increasing overall office efficiency, while also giving patients faster access to test results and prescription information.
- Led training of 3 new employees in database management for inSync, which in turn helped the team transfer over 8,000 patient files into inSync within two months.
- Integrated inSync system interfacing for diagnostic labs and radiologists to seamlessly receive test results and include them in patient records, which expedited the reporting process for our Health Insurance partners.

Systems Engineer

Classlink

August 2019 - December 2019

- Specialized in making Single Sign-On applications for numerous educational web applications by implementing JSON scripts to automatically fill in forms and log in users.
- Closed nearly 2000 client support tickets within the first month of employment, which included creating new Single Sign-Ons, troubleshooting existing applications, and educating clients on how to use and maintain the applications.

EDUCATION

MS Computer Science - Stevens Institute of Technology (2022)

Web Development - App Academy (Spring 2019) - 1000 hour intensive programming boot camp with less than 3% acceptance rate

BS Finance - Syracuse University (2018)