

# Patrick Dooley

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[www.patrick-dooley.com](http://www.patrick-dooley.com)

## Education

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### Columbus State University

August 2016 – May 2021

- **Major:** Computer Science, B.S (GPA: 3.39)
- **Concepts and Coursework:** Data Structures, Object Oriented Design, Agile Development

## Professional Experience

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### TSYS School of Computer Science

September 2020 – May 2021

#### Student Assistant

- Demonstrated use of laboratory equipment and enforce laboratory rules.
- Informed students of the procedures for completing and submitting class work, such as lab reports.
- Provided assistance to faculty members or staff with laboratory or field research.

## Projects

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**Personal Website:** [www.patrick-dooley.com](http://www.patrick-dooley.com)

### S.A.L.T. X (Stop Waiting for Godot Game Jam)

- Worked alongside a small team to develop a game within four days using the Godot engine and C# programming language.
- Contributed to many essential features, such as programming simulated physics and making use of reactive programming.
- The game was designed adhering to Agile development principles, including the use of assigned user stories, test-driven development, and version control software (Git).
- Utilized: C#, Godot, Agile Development, Git

### Ambient Noise Android App

- Created an android app that allowed users to combine various ambient soundscapes.
- Added a Room Database, allowing the user to save sound combinations to an SQLite database and load them from a RecyclerView fragment.
- Application made use of the Model, View, ViewModel (MVVM) design pattern, using fragments as Views.
- Utilized: Kotlin, Android Studio, SQLite, Gradle

### ATM Website

- Worked as part of a small team to develop a simulated ATM management website using Django.
- Primary contributions included implementation of Model-View-Controller (MVC) design pattern, designing an SQLite database, and front-end development.
- Utilized: Python, Django, SQLite, HTML/CSS, Git

## Skills

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**Programming Languages:** (*proficient*): Java, C#, Python (*familiar*): Kotlin, SQL

**Software and Tools:** (*proficient*): Eclipse, IntelliJ Idea, Visual Studio, Windows, Git (*familiar*): Android Studio, PyCharm, UNIX Operating Systems, Gradle