

Patrick Riordan

patrickriordan177@gmail.com - <http://patrickscottriordan.com> for portfolio

Skills **Strong in these Languages:** C, C++, JavaScript, Go, Haskell
 Worked with: Java, Perl, Bash, Rust, Unity, Cinema 4D
 Technologies: Distributed Systems, OpenGL, Online games, Web UI,
 Audio Processing, Image Processing

Work **Senior Member of Technical Staff** Salesforce, Palo Alto **08/2016 - Current**

Ops Engineer **12/2017 - Current**
 Development and Operations supporting the infrastructure for a web application and the Salesforce Einstein data processing pipeline. Worked with **AWS**, MongoDB, Cassandra Consul, DCOS, Zookeeper, and custom systems written in Go.

Full Stack Developer **08/2016 - 12/2017**
 Developed client-side features with **JavaScript**, new server-side APIs in **Java** and lead the design and implementation of the **CI/CD** pipeline for Salesforce Inbox, within a 6-person team.

Research Assistant Dr. Shinjiro Sueda (Cal Poly), San Luis Obispo **01/2016 - 03/2016**
 Invented **re-meshing algorithm** for cloth simulation and partially implemented it in **C++** with help from Dr. Sueda. Wrote extensive documentation detailing the algorithm so that the next assistant could continue the implementation.

Intern Salesforce, Palo Alto **06/2015 - 09/2015**
 Shipped the "Send Later" feature for the SalesforceQ Gmail extension in **Javascript**. Worked closely with designers, quality assurance, and project managers as part of the 3-person Gmail Extension team.

Software Engineer Georg Bauer, Zurich, Switzerland **06/2014**
 Worked directly with a public health researcher to design and develop Perl software to automate their data aggregation workflow.

Software Engineer Google (through Software Inventions), San Luis Obispo **02/2013 - 06/2013**
 Fixed bugs and worked on new APIs for the Extensions area of Chrome within a **multi-million line C++** code base.

Education **California Polytechnic State University (Cal Poly), San Luis Obispo, California**
 Bachelor of Computer Science **08/2011-03/2016**
 Courses: Computer Animation, Real-time 3D Graphics, Linear Algebra

Bachelor Thesis: Co-rotational Finite Element Solid Simulation with Collisions
 Simulated deformable solids in real-time and evaluated different collision strategies.
 Video: <https://youtu.be/w-yNQuEIRaM> Paper: <http://digitalcommons.calpoly.edu/cscsp/99>

ETH Zürich, Switzerland
 Visiting student **09/2013 - 05/2014**
 Courses: Computer Networking, Visual Computing, Physics Based Animation