Patrick Riordan

patrickriordan177@gmail.com

Skills	**Strong in these Languages**: C, C++, JavaScript, Go, Haskell **Worked with**: Java, Perl, Bash, Python, PHP **Technologies**: Linux, Git, Distributed Systems, OpenGL, Online games, Web UI, Audio Processing, Image processing

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

       Infrastructure Engineer   **12/2017 – Current**
Developed and maintained infrastructure supporting the Salesforce Einstein data processing pipeline. **Triaged developer issues and answered infrastructure questions** while oncall. Worked with many different technologies including: **Amazon Web Services**, MongoDB, Cassandra, Zookeeper, Storm, DC/OS, Kubernetes, Nomad, Vault and custom tools written in **Go**.

       Full Stack Developer   **08/2016 – 12/2017**
Developed client-side features with **JavaScript**. Implemented a new server-side API in **Java.** Lead the design and implementation of the **CI/CD** pipeline for Salesforce Inbox using Github webhooks and the TeamCity build system. **Addressed user's technical issues** during customer support calls.

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

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

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

Software Engineer <u>Google (through Software Inventions), San Luis Obispo</u> **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-yNQuElRaM Paper: http://digitalcommons.calpoly.edu/cscsp/99

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