

Patrick Post

Software Engineer

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TECHNICAL SKILLS

- **Programming Languages:** JavaScript(ES6+), TypeScript, Python, R
- **Front End:** HTML/CSS, React, Next.js, Material UI, Tailwind, Aceternity, shadcn, Sass, React Router, Redux + Toolkit, Accessibility, Responsive Design
- **Back End:** Node, Express, SQL (PostgreSQL, MySQL), NoSQL (MongoDB, Mongoose), Bcrypt
- **DevOps/Testing:** Docker, Kubernetes, Prometheus, Grafana, Puppeteer, Jest, Mocha, Chai, Cypress
- **DevTools:** Git, GitHub, npm, Postman, Webpack, Vite, Babel, Agile Methodology, TDD

EXPERIENCE

MarketFusion | Ipser Lab — Software Engineer

JUL 2024 - PRESENT

- Engineered frontend components and refactored React routes for a marketplace app, streamlining the process for contract manufacturers to connect with clients and enhancing user navigation and experience.

iHealth and Wellness — Front End Engineer

APR 2024 - JUL 2024

- Collaborating cross-functionally with backend engineers, product manager, and CTO to align development efforts and deliver key features.
- Integrating the ProviderLookup API with front end user interfaces using React to leverage reusable components in combination with Redux for predictable state management for healthcare provider information.

Kube-Est8 (Open source) | OS Labs — Software Engineer

NOV 2023 - APR 2024

- Constructed the product landing page using Next.js to decrease total blocking time by 98% with SSG and enhance user engagement by leveraging Tailwind CSS to create visually appealing UI components.
- Employed Docker to manage dependencies and isolate the containerized companion application's environment, fostering reproducible builds and streamlining maintenance.
- Deployed and configured Kubernetes cluster objects with instrumented microservices to implement Prometheus for collecting time-series health metrics in 15 second intervals to anticipate bottlenecks.
- Chose Grafana as the tool to visualize and render data collected from Prometheus scraping to create customizable dashboards to enhance the user experience through visually appealing UIs.

PFIZER, VACCINE RESEARCH & DEVELOPMENT — Associate Scientist

JUN 2019 - MAY 2021

- Utilized INSTINCT S and LABware Laboratory Information Management System to optimize data tracking, sample management, and reporting, while maintaining complex Excel spreadsheets with data validation checks, significantly reducing manual data entry errors and ensuring accuracy and integrity of scientific sample data in support of quality standards and analytical workflows.

PROJECTS

TeamWatch | Track Favorite Sports Teams' Records and Games — Software Engineer

SEP 2024 - PRESENT

- Devised an application to display sports team records and upcoming matches, utilizing shadcn components on the frontend for a sleek, responsive user interface and enhanced user experience.
- Developed and implemented custom API routes to integrate with the undocumented ESPN API, enabling efficient handling of data requests and responses for sports-related information.

Deadlock Heroulette | Hero Priority Randomizer — Software Engineer

SEP 2024

- Built and optimized a React application using Vite, leveraging Hot Module Replacement (HMR) for rapid development and efficient production bundling for faster load times and improved performance.

Snaps | Web Page AI Summary Library — Software Engineer

NOV 2023 - MAR 2024

- Designed PostgreSQL database for user and snap data storage to complement the unchanging, structured data schema and provide transactional data integrity through ACID compliance.
- Integrated web scraping scripts using Puppeteer to extract structured data from websites, improving data collection process by increasing data accuracy by 25%.

EDUCATION & TECHNICAL CONTRIBUTIONS

SUNY BINGHAMTON - Bachelor of Arts

AUG 2015 - MAY 2019

TECH TALK: [UNLEASHING THE POWER OF NEXT.JS](#)

MEDIUM ARTICLE: [KUBE EST8: MONITOR THE SECURITY OF YOUR KUBERNETES CLUSTERS](#)

Interests include exploring new technologies, gaming/user experience design, and creative coding projects.