

Patrick Sapinski

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Profile

- Team player
- Proven problem-solver
- Fast learner
- Customer service oriented

Utherverse Digital Inc., Vancouver, British Columbia *Technical Lead 2014 – 2015*

- Implemented a modernized asset pipeline for developing in-game UI components.
- Coordinated redesign and implementation of UI/UX components for Unity based MMO platform.
- Implemented interfaces in Unity for new hardware devices like Oculus Rift and KIIROO.

Baton Simulations, Montreal, Quebec *Technical Director 2011 – 2014*

- Managed the design and implementation of project websites, and simulation game solutions.
- Migrated e-learning platform to virtualized cloud deployable solution, reducing server setup time by over 100x.
- Developed benchmark and load simulation applications for SAP servers, allowing system administrators and developers to test system performance before critical deployments.

ERPsim Lab – HEC Montreal, Montreal, Quebec *Technical Lead 2011 – 2014*

- Managed the design and implementation of the ERPsim business simulation game for Microsoft Dynamics.
- Implemented content management system for displaying game analytics and classroom management.
- Developed replacement e-commerce system for managing electronic textbook sales and user access.
- Developed new simulation game scenarios for training management in human resources, project management, accounting, and organization administration.

Pleiades Consulting Inc., Montreal, Quebec *Senior Developer 2007 – 2009, Technical Lead 2009 – 2011*

- Sourced, and managed team of remote developers specializing in virtual world development.
- Regularly met with clients to provide on-going support and improvement of products.
- Successfully delivered the following projects on budget and on time:
 - Meerkat/Astra Viewer, an open source cross-platform 3D virtual world client. ([Source](#))
 - Astra Grid, a highly efficient and scalable cloud based virtual world server platform.
 - MetaMark, performance benchmark tools used for measuring virtual world capabilities.
 - MetaverseSearch, a search engine that connected to multiple virtual world platforms, enabling users to search many virtual worlds from their browsers. ([Source](#))
 - Virtual Harlem, an educational simulation environment of 1930's Jazz age Harlem, NY.
 - VAL, an online interactive astronomical simulation, linked real-time to instrumentation at the Pisgah Astronomical Research Institute.

Programming and Development:

- Windows/Linux/ Mac OS
- C++, C#, Java, PHP, shell
- Javascript, jQuery, Node.js, D3
- AJAX, SQL, XML, RPC, LDAP
- SVN, Git, Hg, JIRA, Basecamp, Visual Studio, JetBrains
- Microsoft Dynamics, SAP ABAP
- VMware ESXi Server, Windows Server

Software Design:

- Balsamiq Mockups
- Adobe Photoshop, Illustrator, InDesign, Dreamweaver, Premiere
- HTML5, XHTML, CSS3

Hardware Design:

- Robotics & embedded systems
- SolidWorks, AutoCAD, OpenSCAD, Sketchup
- 3D printing, CNC machining and welding
- Arduino, DipTrace

Security:

- Network & software penetration testing
- Embedded system reverse engineering

Open Source:

- <http://www.thingiverse.com/drkow/designs>
- <https://github.com/kow>
- <https://bitbucket.org/beebee/>
- http://bamt.wikia.com/wiki/Litecoin_BAMT (lead developer/maintainer)