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15+ years full-stack software engineer, veteran of several waves of the latest web technologies experienced with startups, GPT product integration, seeking to join a team that uses XFN collaboration, attention to detail and proactive mindset to ship delightful software at light speed.

Relevant Experience

Senior Software Engineer (contract) Socratic Garden <i>San Francisco, CA</i>	Oct 2024 - May 2025	Built AI-powered Socratic tutor using Next.js and OpenAI API. Integrated Stripe payments for instructor-generated materials marketplace. Increased reach 800% and reduced CPC by 50% with automated multilingual Google ads generation with Python/AI. Collaborated with product manager to deliver high-quality software within tight deadlines.
Indie Game Developer Career Break <i>San Francisco, CA</i>	Jan 2023 - Oct 2024	Developed web-based real-time video game and level editor using THREE.js, Blender, TypeScript, and ECS/Actor architecture . Volunteered teaching kids media literacy, art, and technology at Museum of Art and Digital Entertainment. Completed Object-Oriented Design course from INRIA.
Senior Software Engineer (contract) Mappa Labs <i>San Francisco, CA</i>	Sep 2022 - Jan 2023	Implemented A* pathfinding for dynamically generated 3D environments on touch devices. Optimized JavaScript performance for mobile platforms. Built visual debugging system for path-finding algorithms. Identified and resolved critical physics engine bugs. Mentored junior engineers on best practices.
Independent Software Developer <i>San Francisco, CA</i>	Jan 2022 - Aug 2022	Created web-based multiplayer MIDI instrument using TypeScript, SVG,

		WebSockets, and Elixir. Developed multiplayer game with Canvas API and real-time communication.
Senior Software Engineer (contract) Infinite Reality <i>San Francisco, CA</i>	Jul 2021 - Jan 2022	Built system transforming GeoJSON into interactive 3D environments during gameplay. Reduced response time by 30% through algorithm optimization. Maintained comprehensive technical documentation. Led code reviews and participated in agile ceremonies.
Independent Software Developer <i>San Francisco, CA</i>	Jan 2021 - Jul 2021	Developed 3D multiplayer game using TypeScript, THREE.js, WebSockets and Elixir with real-time synchronization and interactive gameplay mechanics.
Senior Software Engineer Rally Health <i>San Francisco, CA</i>	Oct 2018 - Jan 2021	Deployed Kubernetes microservice reducing time to first meaningful paint by 15%. Extended Slack bot for PR management. Published engineering blog article on HTTP connections. Mentored junior engineers and established coding standards. Resolved critical production issues.
Co-founder EventRay <i>San Francisco, CA</i>	Nov 2016 - Feb 2018	Designed and built WYSIWYG registration form editor. Created intuitive, responsive user interfaces. Implemented comprehensive unit testing framework. Established version control workflows.
Software Engineer Metromile <i>San Francisco, CA</i>	Mar 2016 - Nov 2016	Accelerated UI development with rapid-prototyping scaffolding. Built trip visualization with interactive maps. Created Angular directives for loading animations and image optimization. Resolved critical race conditions in customer-facing application.
World Traveler	Sep 2014 - Feb 2016	Visited 19 countries while living from a backpack, developing cultural awareness and adaptability.
Software Engineer Synack <i>Menlo Park, CA</i>	Jun 2014 - Sep 2014	Built ID verification flow using REST API for secure platform scaling. Transitioned JavaScript to strict mode for improved error

Software Engineer Constant Contact <i>San Francisco, CA</i>	May 2013 - Apr 2014	handling. Introduced Jasmine unit testing for business-critical code. Established front-end JavaScript best practices for maintainability and performance. Introduced Backbone.js, improving development efficiency by 2x. Shaped emerging internal platform API as early adopter.
Co-founder EventRay <i>Santiago, Chile</i>	Mar 2012 - Feb 2013	Created presentation securing acceptance into Chilean government startup incubator. Defined MVP with co-founders. Designed and implemented user interfaces using Backbone.js and CSS.
Software Developer ADTEC DIGITAL <i>Jacksonville, FL</i>	Jun 2008 - Dec 2011	Developed embedded Linux software using GNU C/C++. Created comprehensive technical documentation including architecture diagrams and API specifications. Demonstrated strong debugging and problem-solving capabilities.
Software Developer Intern Addison Commercial Real Estate <i>Jacksonville, FL</i>	Aug 2006 - Sep 2008	Built admin portal using LAMP stack enabling non-technical property listing updates. Designed responsive web pages with cross-browser compatibility. Documented system architecture and technical specifications.

Education

Bachelor of Science in Computer Science University of North Florida <i>Jacksonville, FL</i>	Sep 2004 - May 2009	University Honors 2008 Dean's List Varsity Track and Field
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