

Patrick Kennedy

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WORK EXPERIENCE

Augmented Fantasy

Dec2020–Present

Co-founder / Lead Engineer

- Developed XR markerless SLAM (simultaneous localization and mapping) app for iOS/Android
 - Integrated lidar based 3D scanned objects and terrain game elements
 - Developed complete and animated complete character library
 - Added particle simulation and physics-based effects
 - Multiplayer integration with game finding / matchmaking lobby (in development)

Verusen

Feb2022–Apr2023

Staff Engineer Atlanta, GA

- Developed 3D visualization capability for new data science model outputs in React
- Developed Sisense business intelligence React integration on breakout "tiger" team
- Added new single sign on capability with Auth0 and prototypical role-based-access-control
- Added Datadog front-end instrumentation including linked traces and custom synthetic tests
- Refactored Redux design from connected components to redux-toolkit custom hooks and slices
- Refactored Enzyme based testing to testing-library/react with mounted redux store for tests
- Added data mocking capability with web-worker based interception via mock-service-worker
- Replaced legacy Google Maps React mapping functionality with Mapbox 3D WebGL solution
- Created new bootstrap TypeScript React app used in all new frontend projects
- Provisioned prototypical AWS infrastructure for internal demonstration of new features

Open Raven

May 2021–Jan 2022

Frontend Engineer (3D) Los Angeles, CA

- Developed new functionality for React web app featuring real-time WebGL with Babylon.js
- Implemented new feature set from inception to completion in under a quarter for onstage product feature and Twitch livestream alongside AWS core team at AWS Storage Days 2021
- Extended Redux data architecture to facilitate new API services and data sources
- Managed outside software vendors including nature of engagement/scope and deliverables

Solspec

Feb 2020–May 2021

Frontend Engineer (Geospatial) Lakewood, CO

- Developed new Node/React/Redux geospatial web analytics app with Mapbox GL JS
- Lead developer for prototype 3D geospatial web analytics app with Unity and Mapbox SDK
- Implemented Redux data architecture and other features for legacy React/Open Layers app
- Developed automated unit tests in Jest

- Produced 3D data visualizations in Maya from lidar and photogrammetry models

Heppner + Bourque

Jan 2019–Dec 2019

Software & Visual Effects Engineer Denver, CO

- Photogrammetry and CAD based 3D modeling
- Programmed camera movements on motion control camera dolly and crane system
- Produced interactive 3D software and AR prototypes for automotive trade shows

Panasonic North America

July 2017–Oct 2018

Software Engineer Denver, CO

- Developed virtual and augmented reality apps in Unity for the HoloLens and Vive hardware
- Created dynamic and scalable infrastructure in AWS with GitHub CICD integration
- Created a VR driving HIL (hardware-in-the-loop) vehicle simulator with AWS data streaming

Independent Contractor

July 2016–Oct 2017

Software Developer Denver, CO

- Developed interactive web content for advertising and promotion purposes and full SPAs

Engrain

Aug 2015–June 2016

Software Developer Littleton, CO

- Developed multi-touch applications with live realtor data for 80-inch touch screen displays

Neural Interactive

Mar 2013–July 2014

Software Developer Westminster, CO

- Developed a WordPress contest plug-in for display in the Facebook sidebar
- Developed augmented reality applications in Unity using Metaio (now Apple ARKit)

Purple Crayons Interactive

July 2010–Jan 2012

Interactive Developer Westminster, CO

- Developed interactive 3D content for the web including an early generation custom streaming media player

EDUCATION

Northern Michigan University

1996–2000

- BS Marquette, MI
- Outstanding graduating senior department award

TECHNOLOGIES AND LANGUAGES

- Languages: JavaScript, TypeScript, C#, YAML, JSON
- Platforms: React, AWS, WebGL 2.0, Auth0, Git, Datadog, Unity, Sisense, Android, iOS, Jira
- Processes: Agile, SCRUM