

Patrick Vuscan

SOFTWARE ENGINEER

Los Angeles, California, USA

[PatrickVuscan](#) | [in patrickvuscan](#) | [www.patrickvuscan.com](#)

Experience

Riot Games - League of Legends Client

Los Angeles, California

SOFTWARE ENGINEER

Sept. 2022 - Present

- Implemented end-to-end player-facing, internal, and tooling features in the League of Legends Client, built in [Ember.js](#) and [C++](#). Proactively mitigating live issues through development of unit test suites using [Sinon](#) and [Chai](#), QA test plans, and thorough developer documentation.
- Leading development of upcoming player-facing feature as technical point of contact and tech lead.
- Headed reduction in memory usage and technical debt through extensive refactoring of Web Components into [Ember.js](#) components.
- Launched features for transitioning players in our Southeast Asian regions away from a third party publisher to self-published Riot Regions, for which I served as technical point of contact.
- Successfully released patch 13.7 of the League of Legends Client as Release Captain.
- Actively managed and resolved live incidents for the League of Legends Client during 24/7 on-call rotations.

Riot Games - League of Legends Client

Los Angeles, California

SOFTWARE ENGINEERING INTERN

May 2021 - Aug. 2021

- Decreased long session memory usage by >5MBs in the Client, by identifying 19 leaks and creating [Ember.js](#) component wrappers to plug them.
- Identified source of broken callbacks between nested [Ember.js](#) applications through a deep dive into unique interactions in the Ember engine.

Presize.ai (Acquired by Meta)

Munich, Germany

FRONT-END DEVELOPER

Sept. 2020 - Dec. 2020

- Decreased user drop-off rate and increased video input accuracy by implementing a guided, mobile in-browser video scanning feature.
- Increased user flow completion rate through an extensive overhaul of the UX using [React.js](#) in [TypeScript](#), [Material UI](#), and [Redux Toolkit](#).
- Significantly lowered costs of metrics, informed product knowledge of app usage, and diagnosed user journey choke points by implementing a front-end user behaviour tracking system in [JavaScript](#).

Lady Ballers Camp - Non-profit Project

Toronto, Canada

SOFTWARE ENGINEER, FRONT-END TEAM LEAD, AND PRODUCT MANAGER

Sept. 2020 - Dec. 2020

- Created a mobile [Expo React Native](#) application centered around Content Delivery, and Twitter-esque social media interactions.
- Used [Sanity Studio](#) to create a custom Content Management System (CMS) and Creation Platform, for platform independent content delivery.
- Built a [proprietary](#) React Native component library for translating content data delivered from Sanity's API into natively rendered markdown.
- Mentored three junior engineers in [React.js](#) fundamentals, the [NativeBase](#) and [Material UI](#) component libraries, and [Redux](#) state management.

Scotiabank's Digital Factory

Toronto, Canada

SOFTWARE DEVELOPER

May 2020 - Aug. 2020

- Developed new customer target filtering features to streamline the creation of targeted product campaigns and offers, using [React.js](#) and [Redux](#).
- Won the Intern Capstone project with an educational solution to increase customer acquisition across the bank, through a [Figma](#) prototype, which prioritized ROI and available tech assets.

Education

University of Toronto, St. George

Toronto, Canada

HONOURS BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Sept. 2018 - May 2020

Technology Leadership Initiative — Selected for the Technology Leadership Initiative, an elite admission-based program specializing in industry integrated learning, and tailored leadership training from professionals. Collaborated with Scotiabank as part of the Initiative.

Skills

Languages	JavaScript, TypeScript, C++, Python, HTML, CSS, Sass
Libraries/Tools	React with Redux, Ember.js, Node.js, Express.js, React Native, Sinon and Chai, Sanity CMS, Git, Perforce, Swagger, Figma
Databases	MySQL, PostgreSQL, MongoDB