

Patrick S. O'Neill

York, Pennsylvania
PatrickO@gatech.edu | (717) 487-7202
LinkedIn: www.linkedin.com/in/Patrick-One
ePortfolio: sites.google.com/view/patrickoneillporfolio

EDUCATION

Georgia Institute of Technology – Atlanta, GA
Computer Science Major, Industrial Design Minor

Anticipated 2022 Graduation
4.0 GPA

Central York High School – York, PA
Salutatorian

2015-2019

WORK EXPERIENCE

St. Onge Company

Augmented Reality Research and Development Intern

June 2018-August 2018

- Used the Unity game engine, C# coding and Vuforia AR content licensing to develop mobile apps as marketing tools to help engineers sell supply chain engineering solutions to clients.
- Involved with multimedia candidate interviewing process to ensure that the work is sustained after conclusion of internship.

Virtual Reality Research and Development Intern

June 2017-January 2018

- Investigated all viable VR engines to set direction for company program.
- Began working with Unreal Development Kit and Unreal Engine 4, with special emphasis on interactive environment creation via Oculus/Oculus touch VR peripherals.
- Used Unreal Engine 4 by Epic Games to develop an interactive VR simulation from scratch. Created a fully functioning marketing tool for salespeople to bring to architects and companies.

JLB Architectural Engineering

Summer Internship

June 2016-August 2016

- Worked with a team to create window shop drawings in Autodesk for various customers including NASA and TD Bank.
- Recommended for this position by Drafting and CADD teacher based on capability.

SKILLS

Programming: Python, Java, SQL, C++, C#

Technical: 3D Printing, Drafting and CADD, CSWA

Software: SolidWorks, Word, Excel, PowerPoint

Coursework: Data Structures & Algorithms

ACTIVITIES & ACCOLADES

HackGT 6 Hackathon

October 2019

- Winner of the Azure Champ Challenge
- Created early learning app for children using Microsoft Azure's object detection API
- Integrated Xamarin's text to speech API

e-NABLE Central - *Founder*

September 2015-May 2019

- As a freshman, conceptualized and founded club that 3D prints prosthetic hands for children around the world.
- Earned a 3D printer for the club by becoming one of four finalists in a nationwide 3D design competition sponsored by NASA and the ACME foundation, enabling the club to continue for future years.
- Fundraised over \$750 from local businesses and the community to pay for materials while maintaining cost-effective purchasing.
- Recruited and trained students, growing club to over 25 members.
- Maintained 100% growth year over year (produced 12 hands freshman year, 25 sophomore year, and 50 junior year).

Future Engineers – *Two for the Crew Challenge*

October 2017- March 2018

- One of four finalists in a nationwide contest sponsored by NASA and the ACME foundation.
- Competed against 348 entries.
- Invented a multifunctional tool (combining pliers and crescent wrench) to be 3D printed on the International Space Station and presented the design to a panel of judges including Astronaut Yvonne Cagle and NASA's in-flight manufacturing manager Niki Werkheiser.

Varsity Swimming at Central York High School

November 2015-May 2019

- Voted boys team captain senior year.