

Patrick McCrone

716-445-2449 | pjmccrone@outlook.com | [linkedin.com/in/patrick-mccrone-77b92028b](https://www.linkedin.com/in/patrick-mccrone-77b92028b) |

EDUCATION

State University of New York at Fredonia

Bachelor of Science in Computer Science
Expected Graduation: May 2025

Fredonia, NY

Aug. 2022 – Present

Canisius University

Major in Computer Science

Buffalo, NY

Aug. 2021 – May 2022

EXPERIENCE

Quality Engineering Intern

3AM Innovations

Sep. 2024 – Dec. 2024

Buffalo, NY

- Worked closely with the Quality Engineering team to design and implement solutions enhancing the efficiency of software QA processes
- Developed and optimized Python automation scripts to streamline testing workflows and facilitate seamless integration with a partner API
- Gained hands-on experience with agile development practices, version control (Git), and collaborative software testing

Assistant Head Swim Coach

Eagle Ridge Recreation Association

May 2020 – Present

Orchard Park, NY

- Co-led a summer swim team of about 120 athletes, ages 4–18, providing instruction, mentorship, and motivation across varying skill levels
- Designed and managed competitive meet lineups, ensuring optimal swimmer placement for individual and relay events
- Fostered a positive, team-oriented environment while promoting sportsmanship, discipline, and personal growth

PROJECTS

Conductor | *Python, Tkinter, Postman API, VS Code*

Sep. 2024 – Dec. 2024

- Developed a Python-based automation tool, *Conductor*, to streamline repetitive tasks and data processing workflows within the workplace
- Implemented input persistence to automatically save and reuse user-provided data across sessions
- Integrated environment variable management using JSON configuration files for flexible and secure runtime behavior
- Enabled CSV parsing, API integration, and random input generation for comprehensive automation capabilities
- Collaborated with designer and project manager to meet expectations with the project
- Added robust error handling and logging to improve script reliability and debugging efficiency

Flappy Bird Clone | *C#, Unity, Visual Studio*

Feb. 2025 – Mar. 2025

- Developed a fully functional Flappy Bird clone using Unity and C#, implementing core gameplay mechanics including physics-based movement, obstacle generation, and collision detection
- Designed and animated a 2D game environment with parallax scrolling, sound effects, and score tracking to enhance user experience and game feel.

Best Buy Graphics Card Web Scraper | *Python, Selenium API, VS Code*

Jan. 2021 – June 2021

- Developed a web scraper to automatically refresh Best Buy web pages with graphics cards on them until a graphics card was in stock and would automatically check out on home computer while away at school during high school
- Implemented through Python using Selenium WebDriver API
- Program was successful in purchasing a graphics card during the 2020–2021 GPU market shortage

TECHNICAL SKILLS & CERTIFICATIONS

Languages: Python, C++, C#, Swift, SQL, Java, HTML/CSS, JavaScript, Perl

Developer Tools: Linux, Git, Unity, VS Code, Visual Studio, XCode, Eclipse, SQL Server Management Studio, Firebase

Certifications: TestOut Security Pro