

Patrick Ijeh

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EDUCATION

University of Central Florida

Computer Science, M.S.

Orlando, Florida

Jan. 2026 – Dec 2027 (Expected)

University of Central Florida (GPA: 3.7/4.0)

Computer Science, B.S.

Orlando, Florida

Aug. 2021 – May 2025

EXPERIENCE

Amazon Propel Intern

Amazon.com, Inc.

Jun 2024 – Sept 2024

Austin, TX

- Created a tool that tracked the millions of decisions that our service made every day.
- Leveraged multiple AWS services, including Lambda, S3, Athena, CloudWatch, IAM.
- Delivered extensive integration and unit testing with Jest and Mockito.
- Practiced Agile development through sprints and daily check-ins.

EVENTS

ShellHacks 2023

Miami, FL

Sept 2023

- Created the tool Pedestria - a web application that displays the air quality and traffic along a chosen walking/biking path.
- Written in HTML/CSS and vanilla JavaScript.
- Leverages Google's Maps and Air Quality API platforms.

PROJECTS

Ladybug - Bug Localization | Python, Java, JavaScript, Flask, Node.js, MongoDB

Aug 2024 – May 2025

- Enhanced bug localization accuracy through a GitHub bot utilizing bug report and source code embeddings augmented with user interface data (novel approach), achieving a 10% relative improvement in bug finding.
- Streamlined developers' bug replication process by integrating Android emulators with bug recording and replication technology, capturing user interface data to generate enriched bug reports.
- Advanced research merit by experimenting with 5+ frontier LLMs, 100+ hours of experimentation run-time, resulting in a 15% increase from the previous methodology.
- Awarded a \$250 scholarship, Judge's choice award at Student Research Symposium, and college-wide showcase finalist.

Really Terrible Chess | Java, TypeScript, Spring Boot, React, Gradle

Jun 2025 – Present

- Developed an online game service for playing a custom variant of chess with people you know.
- Users can create accounts and track their overall wins and losses, or play anonymously at any time.

VALORGG | JavaScript, React, Node.js

May 2023 – Jul 2023

- Developed a web application that allows Valorant players to track the game statistics of multiple players.
- Leverages Riot Games' API to deliver statistics for a user's recent performance.
- Allows users to find the recent game history of players in a specific match.

PUBLICATIONS

- Mahmud, J., Chen, J., Achille, T., Alvarez-Velez, C., Bansil, D. D., Ijeh, P., ... & Moran, K. (2025). LadyBug: A GitHub Bot for UI-Enhanced Bug Localization in Mobile Apps. arXiv preprint arXiv:2508.05085.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, PostgreSQL and MySQL, JavaScript/TypeScript, HTML/CSS

Frameworks: React, Node.js, Spring Boot, Mockito, Jest

Tools: Git, Docker, AWS, VS Code, MongoDB, IntelliJ, Eclipse, Microsoft Office, Windows, Linux

Libraries: pandas, NumPy, Matplotlib, PyTorch