Ayush Patel

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Education

McGill University   Expected 2028
BEng Software Engineering CO-OP   Montreal, QC
 • **Relevant Course Work**: Object-Oriented Programming, Software Development, Digital Logic

Experience

SandboxVR   Jan 2023 - Aug 2024
Assistant Supervisor | Customer Service Representative   Montreal, QC
 • Animate and supervise the virtual reality experience of clients all while providing them with exceptional customer service.
 • Ensure the smooth functioning of PCs and softwares, including Unity applications, and troubleshoot them if needed, to guarantee that clients have an enjoyable gaming experience.
 • Share tasks amongst members of the staff to optimize the flow of customers and work efficiency.

Altitude Sports   May 2022 - Sep 2022
Customer Service Agent   Montreal, QC
 • Provide high-level customer service through email, live chats and phone calls to assure client satisfaction during their online shopping experience.
 • Using Shopify, Zendesk and Cerberus, solve different problems in online orders and transactions including refunds and shipping issues.

Projects

GetFitAI | Python, HTML, CSS, Javascript, Flask, OpenAI API
 • Developed a full stack web app with a Flask/Python backend that processes query input from a form and sends data to the server for processing through the OpenAI REST API to return custom workouts plan and diet outlines for users.
 • Built a form validation system using Javascript which ensured that all forms were filled before submission via POST method, while retaining data in fields.
 • Engineered a specific prompt that allowed the GPT-4o LLM model to generate, in under 15 seconds of runtime, outputs specific to users in HTML code.

Infinite SnakeGame | Python, Object-Oriented Programming, PyGame
 • Developed, in the Python coding language, using the PyGame library, the classic snake game with the twist that it can be played infinitely, while also keeping track of a user's score.
 • Created the entire game using OOP principles, which allows to easily differentiate and change the properties of each object: Game, Snake and Food.

Technical Skills

Languages: Python, JavaScript, HTML, CSS
Libraries and Frameworks: React, Flask, PyGame
Technologies and Tools: Git, GitHub, REST APIs, Node.JS, Vercel