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 clients have an enjoyable gaming experience.
- Share tasks amongst the 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

GetFitAl | Python, HTML, CSS, Javascript, Flask, OpenAl 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 <u>OpenAl REST API</u> to return custom workouts plan and diet outlines for users.
- Built a <u>form validation system</u> using Javascript which ensured that all forms were filled before submission via POST method, while retaining data in fields.
- Engineered a specific prompt that generated, in <u>under 15 seconds of runtime</u>, 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 the user's score.
- Created the entire game using <u>OOP principles</u>, 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