

# AARYA PATEL

Aspiring Software Developer

## SKILLS

### PROGRAMMING

CSS • HTML •  
JavaScript • Java •  
Python

### TECHNOLOGIES

Node.js • Express.js •  
React • NPM • PIP • Git  
• Eclipse • JSON •  
NetBeans • Sublime  
Text • Visual Studio

## EDUCATION

### UNIVERSITY OF TORONTO

Bachelor of Honours Computer  
Science  
September 2019 – Present

### RELEVANT COURSEWORK

Software Design (Java), Intro to  
Computer Science (Python),  
Reasoning for Computer Science

## CONTACT

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## EXPERIENCE

### BAPS INC. | YOUTH COORDINATOR

Sept 2018 – Present | Toronto, ON

- Incumbent responsible for conveying religious concepts to young children through a **creative** and engaging manner.
- Adhering to syllabus matrix by reading presentation guidelines and perform **administrative** duties entailing planning by attending weekly meetings.

### CANADA'S WONDERLAND | LIFEGUARD

Mar 2018 – Aug 2018 | Vaughan, ON

- Provided guests with the best-day experience by following the company's cornerstones and ensured utmost **safety** by working alongside crew members to **efficiently** operate slides.
- Followed policy procedures to maintain service and filled out reports tracking the usage of commodities.

### WEST HUMBER CI PROGRAMMING CLUB | FOUNDER

Sept 2017 – June 2019 | Toronto, ON

- Coordinated with teachers and execs to create a meaningful syllabus filled with computing and engineering related topics.
- Taught students the fundamentals of programming through languages like **Java** and **Python** and pushed their critical thinking abilities by preparing them for competitions.

## PROJECTS

### RAPSTRACK | WEB APPLICATION

- Created a web application that keeps track of the Toronto Raptors' game schedule and analytics by using **HTML**, **CSS**, **JavaScript**.
- Utilized **Node.js** and **Express.js** to serve pages and run **Python Scripts**.
- Integrated a backend web-scraper written in **Python** by using **BeautifulSoup** and **Requests** to scrape data and storing it as **JSON**.

### PONG | JAVA GAME

- Recreated the iconic retro style game of Pong using **Java** and Graphical User Interface (**GUI**).
- Utilized Object-Oriented Programming (**OOP**) to implement various items within the game.

### CALENDAR | JAVA APPLICATION

- Developed a Calendar App using **GUI** and various **software design patterns** like factories, strategies and observer/observable interface.
- Integrated **MySQL** to allow for multiple users to login and store user information.
- Added a functionality to allow users to send events and calendars to other users in the database.