

AARYA PATEL

Aspiring Software Developer

SKILLS

PROGRAMMING

CSS • HTML •
JavaScript • Java •
Python

TECHNOLOGIES

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

EDUCATION

WEST HUMBER CI

High School Diploma
June 2019 | Toronto, ON

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

aarya.patel06@gmail.com

647-569-5400

Github:

<https://github.com/Aarya-Patel>

LinkedIn:

<https://www.linkedin.com/in/aarya-patel-50b12614a/>

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.

PACMAN | PROCESSING

- Developed Pacman through an OpenGL called **Processing**.
- Incorporated **OOP** and implemented a **path-finding algorithm** to recreate an AI type behavior.
- Integrated **File I/O** and **Quicksort algorithm** for leaderboard functionalities.