Aayush Patel

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EDUCATION

University of Illinois at Urbana-Champaign | Champaign, IL   Expected Graduation May 2025
B.S. - Engineering, Minor in Computer Science   *Cumulative GPA: 3.80*

Schaumburg High School | Schaumburg, IL   May 2021
Certificate of Excellence, Honor Roll, Dean's List   *Cumulative GPA: 3.85*

SKILLS & TECHNICAL TOOLS

Languages: Java, Python, JavaScript, HTML/CSS, Tailwind CSS (Intermediate), Android Programming
Technologies: Git, React JS
Computer Programs: CAD (Autodesk Inventor), Blender, SketchUp, VCarve Pro, Microsoft Office

EXPERIENCE

STEM Tutor | Varsity Tutors - Schaumburg, IL   *April 2022 - Present*
- Teach students the fundamentals of programming, problem solving, and algorithm design by using a personalized project-based approach to guide students to build their own applications from scratch.
- Tutored for 600+ hours with an average of 4.9/5 stars in subjects including AP Computer Science A (Java), AP Computer Science Principles (JavaScript), General Chemistry 101/102, and AP Calculus.
- Develop curriculum and individualized lesson plans for over 15 students using online platforms.

Club Member | Illini Vex Robotics Club - Champaign, IL   *Aug 2021 - Present*
- Created a new process for testing and debugging software that reduced the time it took to complete projects by 25%.
- Assist in developing new processes or improving existing ones by analyzing current methods and recommending improvements where appropriate.
- Assemble, install, and test robotic equipment and systems according to specifications and safety standards.

Database Analyst Intern | GamePlay, Inc. - San Francisco, CA   *May 2022 - August 2022*
- Constructed application database to maximize accurate search identified for facility outputs through preliminary field searches.
- Analyzed search results and modified inputted data to ensure outputs accurately reflect database results.
- Identified bottlenecks and gaps with outputs and proposed innovative solutions to resolve database search issues.

PROJECTS

Android Chatting App | *Java, Firebase*
- Built an Android application using Java and Firebase that allows users to easily create a profile and send messages to other users.
- Incorporated persistent data storage to archive messages and leveraged caching for recently accessed messages.

Wordle 2.0 | *Java*
- Recreated Wordle with a GUI that tasks the player with correctly selecting a random five-letter word or a five digit number within six tries.
- Incorporated a new feature in which players cannot put in a word with a completely different set of letters in order to uncover more correct letters.

Web Development | *HTML, CSS, JavaScript*
- Designed a responsive personal website where I present my past projects, contact information, and testimonials.
- Utilized Figma to design and shape the layout of the website.