# Ankit Patel 1B Software Engineer

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## Summary of Skills

Languages: C++ // C# // C // Java // HTML // CSS // JavaScript

Technologies: Node.js // ReactJS // Socket.io // Express.js // MATLAB // LaTeX

Tools: Git // Unix // Bash // Vim // Visual Studio // Adobe Photoshop

#### **Projects and Experience**

Archimedes | C# , JavaScript, Unity, Arduino github.com/EulerLoop/Archimedes

Nov. 2017

- 2D Puzzle Platformer Game with 10 levels created in **Unity**
- Implemented traditional platformer mechanics and puzzle mechanics using C# and JavaScript
- Created a joystick controller, that used **Arduino** to convey inputs from the controller to a computer
- Group project, which allowed for learning of proper git version control and collaboration

# Online Portfolio | ReactJS, GatsbyJS, Javascript, HTML5, CSS3 github.com/EulerLoop/Portfolio-Website, live-build: ankitmpatel.me

Dec. 2017

- Created using ReactJS to act as a personal website and portfolio of projects
- Utilized GatsbyJS as a static website generator to allow for reduced loading times
- Constructed modern user-interface using CSS to allow for engaging interface

#### Chatfinity | Node.js, Socket.io, JavaScript, HTML5, CSS3

Jan. 2018

github.com/EulerLoop/Chatfinity, live-build: Chatfinity.herokuapp.com

- Online anonymous chat web application created using Node.is, HTML, and CSS
- Real-time chat implemented by using **Socket.io** to pass data between connected users

# Escape the Mines | Java

July 2017

github.com/EulerLoop/Escape-the-Mines

- Minesweeper-like game that differs from Minesweeper by using a **recursive algorithm** to generate mines in absolute random as opposed to preset biases in the classic edition
- Implemented UI System and Board using Java Swing

#### Password Strength Determiner | Java

May 2017

github.com/EulerLoop/Password-Strength-Determiner

 Program outputs scores to inputted passwords by implementing the diceware passphrase algorithm, which considers, spatial order, repetition, sequences, and dates

## **Employment**

Quiznos Sub | Cashier, Fulltime

March 2015—Sept. 2016

- Efficiently communicated with customers in a fast-paced environment
- Decreased the amount of people required to work lunch hours by 20% by taking orders productively

#### **Awards**

• **Highest mark** in Grade 12 Mathematics Course across 300 students

2017

• Placed in the **top 20%** of contestants of the Euclid Mathematics Contest

2017

Was awarded the Charles Fogarty award, for being both proficient and passionate about computer science and mathematics

#### Education

#### **University of Waterloo**

2017-2022

- Candidate for Bachelor of Software Engineering (BSE)
- Awarded the President's Scholarship of Distinction for an entrance average of greater than 95%