

Aryan Patel

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EDUCATION

University of Toronto

Honours Bachelor of Science in Computer Science (Co-op), Major in Statistics

Sept 2019 – April 2023

cGPA **3.75** / 4.0

Awards: Dean's List of Academic Excellence (2019 - 2021)

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Java, C, HTML, CSS

Framework and Tools: ReactJS, Git, NoSQL (MongoDB, Neo4j, Firebase), Jira, Jenkins, PCF, Kafka, Apache Camel, Spring Boot, Azure

Concepts: REST API, Agile Methodologies, J-Unit and Integration Testing

EXPERIENCES

Cloud Software Developer Intern, *The Royal Bank of Canada*

Remote, May 2020 – Present

- Contributing to the Real Time Payment Application with a yearly estimated savings of **\$2 million** dollars from Interac
- Developed the **foundation** of routing e-transfer services within RBC clients using microservice architecture
- Increased overall code testing efforts by **30%** by reworking J-Unit and regression test cases for storing mapped domain API request into MongoDB
- Participated** in monthly chapter meets and bi-weekly sprint **demos** in front of Real Time Payment Directors, Clients, and Stakeholders

Academic Representative, *The Association of Mathematical and Computer Science Students*

UofT, Sept 2020 – Jan 2021

- Held weekly office hours for first year students to assist with academic concerns and issues
- Communicated amongst other team members and instructors to plan out crucial learning concepts
- Assisted with planning and executing seminars for midterm preparation and effective learning strategies

PROJECTS

UImpactify, An Online learning Platform ([Website](#), [GitHub](#))

Angular / MongoDB / ExpressJS / TypeScript / Git / Jira

- Developed an eLearning website to battle the lack of specialized education in the social purpose sector
- Collaborated in a team of seven using Agile Development Framework and management tools such as Git and Jira to create a MEAN stack application with REST software architectural design
- Independently and quickly learned the fundamental technologies and frameworks required for the project including Angular, TypeScript, and NoSQL databases

Splitify ([GitHub](#))

React Native / Firebase / JavaScript

- Developing a mobile application for groups of friends to evenly split the weight distribution cost of an expense; Independently exploring mobile development

Spotify API Clone ([GitHub](#))

Java / Microservice / Spring Boot / MongoDB / Neo4j

- Utilized microservices for future extensibility and Java Spring Boot to develop a REST API that mimics Spotify
- Core features include creating a profile, following and un-following users, liking and un-liking songs to playlist, and querying songs from followers

Artificial Intelligence for Connect Four ([GitHub](#))

Java / Java Swing

- Implemented an efficient AI algorithm with the potential to be used in other games with minimal changes
- Created a graphical user interface using Java Swing and Window Builder extension
- Communicated in groups of two to ensure that each task was completed in a timely and efficient manner

Mock Linux Command-Line Interface ([GitHub](#))

Java / JUnit

- Constructed a command-line interface in Java mimicking fundamental commands found in Unix based programming
- Followed all specification of the SCRUM Agile Framework during the development of the project in a team of three
- Implemented using object-oriented programming and various design principles to ensure well written and efficient code
- Created Junit testing to test edge-cases for potential bugs and the program's consistency