Avi Patel

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avipatel.me

Skills

Languages and Tools: Java, Python, JavaScript, C++, C#, Django, React
Design: Figma, Photoshop, Illustrator, Adobe XD, Lightroom, InVision.

Education

B. Honors Computer Science / University of Waterloo

Sept 2019 – Present. Expected Apr, 2024, Waterloo, ON, Canada

Experience

Chief Technology Officer / Bridges to University

May 2020 – Present, Toronto, ON, Canada

- Cofounded a student support initiative to overcome the challenges faced by students in response to the COVID-19 pandemic.
- Led the development team to deploy a dynamic website (with Django, SQLite and Heroku) to host dozens of university-related articles for our audience.

Software Developer / Evermight

Aug 2019 – Present, Toronto, ON, Canada

- Was part of a team of software developers supporting various clients by offering several technology services.
- Worked on a project for TD Bank creating front-end web pages for major credit cards.
- Developed a WordPress site for a professional artist looking to increase their web presence.
- Performed black box testing and input data for Ronald McDonald House Charities' 30+ locations across Canada.

Front-end Developer / Leaselot

Jul 2020 – Aug 2020, Toronto, ON, Canada

- Built a landing page (with React) for potential investors to learn about the American vehicle leasing start-up.
- Worked remotely with the lead developer to build a website portal for customers to enter their profile information, with the next step of building the fulfillment process.

Junior Developer (Intern) / Swiggle Inc

May 2020 – Aug 2020, Toronto, ON, Canada

- Optimized and fixed email parsers to scan item information (with C# and XPath Queries) to help protect online shoppers from price drops and similar price adjustments.
- Implemented changes to handle over 200,000 emails that previously did not work and researched solutions to create automated daily backups with Microsoft Azure Tables.

Projects

Pokémon Game / Java GUI Game

- Developed a 2-D game (with OOP, loops and conditionals) inspired by the Nintendo DS Pokémon Games to simulate a player battling up to 5 other NPCs with randomized Pokémon parties to clear the game.
- Used File I/O and quick sort algorithms to save scores and present a leaderboard.