Jessica Patel

Computer Science and Educational Studies Student

CONTACT INFORMATION

Email: **jessi29patel@gmail.com**
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SKILLS

PROGRAMMING
Advanced:
Java • Python
Intermediate:
HTML • Assembly
Familiar:
CSS • LaTeX• Ruby • C • R • Bash

SOFTWARE
Operating Systems
Linux, macOS, Microsoft Windows
Version Control
Git Miscellaneous
Word, Excel, PowerPoint, Visual Basic

LANGUAGES
Spoken:
Gujarati
English
Writing:
English
Reading:
English

COURSEWORK

• Machine Learning
• Software Design
• Recursion
• Dynamic Programming
• Algorithms and Data Structures
• Computer Graphics
• Object Oriented Programming
• Encapsulation and Information Hiding
• Design Patterns

EDUCATION

UNIVERSITY OF TORONTO
B.Sc. in Computer Science
2018 - Present
Computer Science (Major), Educational Studies (Minor), Mathematics (Minor)

WORK EXPERIENCE

CODE NINJAS PORT CREDIT | Sensei
June 2020 - Present

- Teach students programming and important programming concepts using scratch, Minecraft and javascript.
- Create a safe and fun environment in person and online to help stay engaged in programming.
- Organize and conduct STEM activities.

PROJECTS

FLAPPY BIRD
Assembly

A game where a bird character avoids multiple obstacles like, pipes to achieve the highest score. Collaborated with one other member.

Feature included: Different levels, new obstacles added, changing backgrounds

OTHELLO
Java

A digital version of the game Othello/Reversi programmed with 3 other team members.

Feature included: A randomized CPU players, a greedy CPU player and a two-player mode.

THE MUFFIN MAN
Java

A simpler parody of PacMan. Collaborated with one other programmer.

Feature included: A keyboard controlled muffin character that collects frosting for points.

THE RUNNING MAN
Java

A parody of the T-rex game created by Google. Collaborated with two other programmers.

Feature included: Different characters and backgrounds with a high scores window.