Aditya Patel

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EDUCATION

Bachelor of Computer Science, Honours Co-op with Minor in Mathematics Apr. 2027
University Of Windsor *Windsor, ON*

EXPERIENCE

Software Development Intern Jan. 2024 – Apr. 2024
Glendor, Inc *Remote, Utah*
- Integrated NLP models with llama.cpp's Python wrapper to detect and censor PHI
- Automated data and ground truth creation for 500+ text files for analysis using Python and Faker
- Automated multi-model analysis with Python, which was used to assess 500+ data samples
- Worked with open-source LLMs such as Llama 2, Mistral, and Falcon

Teaching Assistant Sep. 2024 – Present
University of Windsor *Windsor, ON*
- Marking/Assisting students with assignments/exams for Computer Architecture I: Digital Design

Programming Lead Nov. 2021 – Jun. 2023
FIRST Robotics Team 4903 @ Vincent Massey Secondary School *Windsor, ON*
- Contributed in programming our own swerve drive library using C++ and in a custom driver dashboard using React
- Worked on tuning PID values, bringing our robot's capability from 3-4 pieces to 8-9 pieces per game

PROJECTS

Remora ↗ | *Python*
- Developed an interpreted programming language using Python
- Learned about the inner workings of interpreted languages, such as lexing, parsing, interpreting and executing
- Supports functions and simple data structures such as arrays and strings

Orrery, Or Are We? ↗ | *ThreeJS, TypeScript, Vite, Firebase, HTML/CSS, Git*
- Built a 3D Solar System Model using Three.js and TypeScript to visualize real-time planetary motion.

EcoWatch ↗ | *React, Vite, Firebase, Tailwind CSS, Git*
- Developed a social networking app that inspires community-oriented environmental activism
- Features include local community discovery, community feed, community challenges and goals
- Used Firebase, React and Tailwind to implement user authentication and accessible UI/UX

Chess Bot | *Java, Swing, Git*
- Created a bot to play chess which uses algorithms such as min-max, alpha-beta pruning, and hard-coded moves
- Used Swing to create visual elements such as game pieces and UI/UX leading to a user-friendly layout

TECHNICAL SKILLS

Languages: Python, Java, C, C++, C#, JavaScript, Typescript, Lua
Developer Tools: Git, Firebase, VS Code, PyCharm, IntelliJ, Unity
Libraries: React, Tailwind CSS, ThreeJS, Node.js, pandas, NumPy, Matplotlib, Swing, WPILib

OTHER WORK EXPERIENCE

Naval Warfare Officer Jan. 2024 – Present
Royal Canadian Navy *In-Person Part-Time*
- Currently a Divisional Officer tasked with supervising and tracking member progress
- Facilitate training and career progression for members
- Perform additional duties including recruitment and organizing training events
- Participate in training exercises around Canada to develop practical skills such as search and rescue, navigation, and leadership