Aditya Patel

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EDUCATION

University Of Windsor   Sep. 2023 – Apr. 2027
Bachelor of Computer Science, Honors Co-op   *Windsor, ON*

TECHNICAL SKILLS

Languages: Java, Python, C, C++, JavaScript, HTML, CSS, C#, Lua
Developer Tools: Git, Google Cloud Platform, VS Code, PyCharm, IntelliJ, Unity
Libraries: React, Node.js, pandas, NumPy, Matplotlib, Keras, TKinter, Swing, WPILib

EXPERIENCE

Software Engineering Intern   Jan. 2024 – Apr. 2024
Glendor, Inc   *Remote*

- Worked on training AI to censor identifying elements in medical records
- Researched **20+** different data sources, such as websites, PDFs, and videos for AI training purposes.
- Used open-source LLMs such as **Llama 2**
- Implemented a program to scrape important data from the web.

Programming Lead   Nov. 2021 – June 2023
FIRST Robotics Team 4903 @ Vincent Massey Secondary School   *Windsor, ON*

- Contributed about **25%** in programming our own swerve drive library and **30%** in a custom driver dashboard
- Worked on tuning PID values, bringing our robot's capability from **3-4** pieces to **8-9** pieces a game
- Developed multiple autonomous routines each season
- Connected with and assist 2 other local teams in getting their robot up and running
- Documented existing programming knowledge in 20 pages for future team members to use in future years

PROJECTS

AI Prediction Models | *Python, pandas, matplotlib, numpy*

- Developed multiple prediction models using popular practice datasets
- Learned about **data analysis** and cleaning using pandas and numpy
- Learned about data visualization such as bar graphs and statistics to gain better understanding of each dataset
- Learned about which model to use in different scenarios, such as **linear and logistic regression, decision trees, random forest, classification models, etc.**

Chess AI | *Java, Swing, Github*

- Developed a chess game with Java's Swing framework
- Created an AI that used algorithms such as **min-max**, **alpha-beta pruning**, and basic hard-coded moves
- Created visual elements such as game pieces and UI/UX
- Used Github to collaborate with partner

Discord Bot | *Javascript, Typescript, Node.js, Discord.js*

- Developed a discord bot with **50+** commands in categories such as moderation (kick, ban, mute), economy (cash, buy, sell), utility and entertainment
- Gained experience in working with multi-file projects
- Learned about **API usage, such as Reddit and Discords API**

Remora | *Python*

- Developed a basic loosely typed interpreted language in python that resembles python with small personal twists in syntax
- Learned about the inner workings of interpreted languages, such as **lexing, parsing, interpreting and executing**
- Basic functionality such as math operations and variables