

Aditya Patel

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EDUCATION

University Of Windsor

Bachelor of Computer Science, Honors Co-op

Sep. 2023 – Apr. 2027

Windsor, ON

TECHNICAL SKILLS

Languages: Python, Java, C, C++, C#, JavaScript, Typescript, Lua

Developer Tools: Git, Firebase, VS Code, PyCharm, IntelliJ, Unity

Libraries: React, Tailwind CSS, Node.js, pandas, NumPy, Matplotlib, Swing, WPILib

EXPERIENCE

Software Engineering Intern

Glendor, Inc

Jan. 2024 – Apr. 2024

Remote

- Worked on integrating NLP models to censor identifying elements in medical records
- Created a script to automate PHI data creation, using Python and Faker which was used to test NLP models
- Researched 20+ different data sources, such as websites, PDFs, and videos for sample data collection
- Worked with open-source LLMs such as Llama 2
- Implemented a program to scrape 1000+ medical files from various sources for analysis

Programming Lead

FIRST Robotics Team 4903 @ Vincent Massey Secondary School

Nov. 2021 – June 2023

Windsor, ON

- Contributed 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
- Competed at the 2023 FRC World Championship as the team's copilot
- Documented existing programming knowledge in 20 pages for future team members

PROJECTS

Remora | *Python*

- Developed an interpreted programming 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
- Supports functions and simple data structures such as arrays and strings

EcoWatch (WIP) | *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, etc.
- Gained experience in collaboration with team members using Git
- Learned about OAuth, accessibility, UI/UX design

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

- Developed 15+ prediction models using popular practice datasets from sources such as Kaggle
- Learned about data analysis and cleaning using pandas and numpy
- Learned about data visualization such as bar graphs and statistics to gain a 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, Git*

- Created an AI that used algorithms such as min-max, alpha-beta pruning, and basic hard-coded moves
- Used Swing to create visual elements such as game pieces and UI/UX leading to a user-friendly and easy-to-use layout
- Used Git to collaborate with partner