Kalp Patel

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📍 Toronto, ON

🌐 www.kalppatel.me

○ github.com/Code4X

SKILLS

Java Python

C/C# HTML/CSS

Javascript SQL

MATLAB VHDL

APPLICATIONS

MS Office (Word, Excel, PowerPoint, Access)
● ● ● ● ●

JetBrains (PyCharm and IntelliJ)
● ● ● ● ○

Altera Quartus II
● ● ● ● ○

NetBeans IDE
● ● ● ● ○

INTERESTS

Machine Learning

Big Data

Artificial Intelligence

Web Development

Reading Technology

EDUCATION

Computer Engineering - B.Eng
Ryerson University

09/2017 – Present   *Toronto, ON*

Notable Courses
- Software Systems
- Digital Computation and programming
- Signals and Systems I
- Digital Systems
- Engineering Algorithms and Data Structures
- Object Oriented Eng. Analysis and Design

EXPERIENCE

Research Assistant
Ryerson University

06/2019 – Present   *Toronto, ON*

Achievements/Tasks
- Modeling and analysis of Error-Control Coding through the binary system.
- Research and collect data through complex techniques and procedures such as cyclic code and single parity-check code.
- Interprets information errors in digital systems and test efficient methods to solve it.

Contact: Dr. Vadim Geurkov - Ryerson University – 416.979.5000 x 6088

Tutor
Braeburn Neighbourhood Place

09/2015 – 06/2017   *Toronto, ON*

Achievements/Tasks
- Promoting individual learning by helping students improve study methods including the selection of appropriate learning resources.
- Reviewing demonstrated learning achievement and ensuring that the student gets feedback.
- Encourage critical thinking and ensure that the students' knowledge is challenged.

PERSONAL PROJECTS

Chat Bot (06/2019 – 07/2019)
- Using Wit.ai and Google's Vision AI, I implemented a chatbot that takes images from Google and the user asks about the description of the image.
- Pre-trained Vision API models to detect emotion, understand text, and interprets images.

Blackjack Game (10/2018 – 11/2018)
- Implementation of multiple classes and objects using Java which performs user input and output.
- In order to win, player must be closer to 21 than the dealer.

RPG Battle Script (05/2018 – 06/2018)
- Using Python, I implemented a competitive game between the user and simple AI.
- Displays the total health and magic power of the AI and user.

ACHIEVEMENTS

John Wakefield Citizenship Award (11/2017)
Awarded to a student who has demonstrated generosity, maturity, respect, and responsibility.

Waterloo Math Contest (Cayley) (04/2015)
Won 1st place by solving challenging questions using mathematics.

NVIDIA Deep Learning Certificate of Competency (02/2019)
For demonstrating competence in the completion of Fundamentals of Deep Learning For Computer Vision