

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

NVIDIA Deep Learning Certificate of Competency (02/2019)

For demonstrating competence in the completion of Fundamentals of Deep Learning For Computer Vision

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.