Kalp Patel

 \bowtie

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Toronto, ON

www.kalppatel.me

 \bigcirc

github.com/Code4X

SKILLS

Java

Python



HTML/CSS



SQL



VHDL

APPLICATIONS

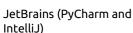
MS Office (Word, Excel, PowerPoint, Access)























NetBeans IDE









INTERESTS

Machine Learning

Big Data

Artificial Intelligence

Web Development

Reading

Technology

EDUCATION

Computer Engineering - B.Eng

Ryerson University

09/2017 - Present

Notable Courses

- Software Systems
- Digital Computation and programming
- Signals and Systems I

- Digital Systems
- Engineering Algorithms and Data Structures

Toronto, ON

Toronto, ON

Toronto, ON

Object Oriented Eng. Analysis and Design

EXPERIENCE

Research Assistant

Ryerson University

06/2019 – Present

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

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 Al, 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.