DEEP PATEL

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SKILLS

- Excellent analytical, communication, teamwork, and presentation skills
- Demonstrated ability to work in a fast-paced environment and meet tight deadlines
- Languages: Java, C, C#, HTML, CSS, Python, SQL, UNIX/SHELL, Visual Basic, Smalltalk, Bash, and Perl
- Applications: Microsoft Office, Visual Studio, Eclipse, NetBeans, PyCharm, Idle, Git, Travis CI, Firebase and Microsoft SQL Server
- Frameworks: ReactJS, NodeJS, Angular, and Bootstrap
- Linux and Windows Proficient
- Knowledgeable about the software development lifecycle

EDUCATION

Ryerson University   **2017-Present**
Toronto, Ontario
- Pursuing a Bachelor of Science, Computer Science (B.Sc.) (Co-op)
- CGPA: 3.4
- Expected graduation: June 2022
- Relevant coursework: Web Systems Development, Data Structures, Introduction to Software Engineering, Introduction to UNIX, C and C++, Discrete Mathematics, Operating Systems, Computer Organization

PROFESSIONAL EXPERIENCE

Software Developer Intern | Ombura Ltd.   **2017-2018**
Toronto, Ontario
- Worked in a fast-paced job with a large team of fellow developers
- Designed, implemented and maintained the database
- Developed code to update the database with the latest data daily using C# and Python
- Created Stored procedures to extract data from the database as required by the user using SQL
- Analyzed data using NumPy, and Pandas in Python
- Tested and reviewed the website application

PROJECTS

React Website (REACT, NODE.JS, GIT, HTML, and CSS)
- Worked with two fellow developers to design, implement and host an interactive website using **ReactJS** as the frontend framework and **Node.JS** as the backend framework
- Accessed the Marvel **API** to extract and display certain content on our site
- **Git** was utilized to pull and commit changes to the code

IntervalUnion (JAVA)
- Developed a program to determine the union and intersection of up to 10 million sets of intervals in the fastest amount of time.
- Placed in the top 10% of students

Bridge Bidding (SMALLTALK)
- Developed and implemented the bidding process for the game of bridge with a partner
- Utilized **object-oriented programming** and the code was divided into multiple classes and methods to increase the organization and modularity of the code
- Used **Fossil** to commit changes to the repository