

# Deep Patel

Columbia, SC

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## EDUCATION

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University of South Carolina – Columbia      Columbia, SC      05/2024  
Bachelor of Science in Computer Science | Bachelor of Arts in Media Arts  
GPA: 3.30

## EXPERIENCE / COURSEWORK

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- Media and Web & Tech intern at National STEM Honor Society **(active)**
- Algorithmic Design I & II
- Artificial Intelligence
- Video Game Design
- Operating Systems
- Data Structures & Algorithms
- Software Engineering

## PROJECTS

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### MART 380 Video Game (Fall 2020) <https://d9asty.itch.io/mart-380-project>

Game designed individually where player must navigate a map and find keys. Designed game using Unity3D engine. Programmed functionality in C# using Visual Studio Code.

### Fantasy Rescue (Fall 2020) <https://d9asty.itch.io/fantasy-rescue>

- Codesigned a 3D game in which a player must navigate a map and solve puzzles. Responsible for map design and game functionality programming with the exception of the journal UI.

### Java Camp Application (Fall 2022) <https://github.com/LucasAust/Camp-System>

- Worked in a team of 5 collaboratively on a large scale project using git. Designed software making a UML class diagram. Elicited requirements from a faux client. Made unit tests utilizing J-Unit.

### Senior Capstone Project (Fall 2023 – Spring 2024)

- Working in a team of 5 to design a mobile application written in Javascript using the react-native framework. The application is a calendar/fitness app which tracks the user's tasks and fitness goals and is an ongoing project which will be completed in Spring 2024.

## SKILLS

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**Developer Tools:** Git, VS Code, WordPress, Trello, G-Suite, Photoshop, Cinema 4D

**Languages:** C++, C#, Java, JavaScript, HTML/CSS, React/React-Native

**Soft Skills:** SCRUM Meetings, Ability to work in a team environment, Communication, Time Management, Creativity, Written Communication