

Deep Patel

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EDUCATION

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

EXPERIENCE / COURSEWORK

- Media/Web & Tech intern at National STEM Honor Society
- Algorithmic Design I & II
- Artificial Intelligence
- Mobile Application Development
- Operating Systems
- Data Structures & Algorithms
- Software Engineering

PROJECTS

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 except for 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.

Artificial Intelligence Project (Fall 2023)

<https://github.com/DeepThePatel/CSCE580-Fall2023-DeepPatel-Repo>

- Used machine learning to implement a binary classification solution on a large image dataset of defective and non-defective potato chips. Utilized PyTorch and Keras libraries and produced a model that averaged 95% and 98% accuracy respectively.

Senior Capstone Project (Fall 2023 – Spring 2024)

Repository private until completion

- 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

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, teamwork and collaboration, time management, verbal and written communication, problem solving, critical thinking, detail oriented