

Deep Patel

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SKILLS

Developer Tools: Git, MySQL, WordPress, G-Suite, MS Office Suite, VS Code, Android Studio

Technical: C#, Python, Java, JavaScript, JUnit/Behavioral testing, HTML/CSS, React-Native, .NET, SQL, APIs, Object-Oriented Programming, Agile Methodologies

Soft Skills: SCRUM, collaboration, time management, leadership, verbal/written communication, problem solving, critical thinking, detail oriented, customer service, project management

AWARDS

International Baccalaureate Program Diploma, Microsoft Certified C# Fundamentals Certificate, REST Engineer Certification

EDUCATION

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

PROFESSIONAL EXPERIENCE / COURSEWORK

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| <ul style="list-style-type: none">• Nail Technician (<i>Aug 2018 - Jul 2023</i>)• Web & Tech Department Manager at National STEM Honor Society (<i>Aug 2023 - Jun 2024</i>)• Database System Design• Artificial Intelligence• Mobile Application Development• Software Engineering | <ul style="list-style-type: none">• Operating Systems• Computer Hardware Foundations• Algorithmic Design I & II• Data Structures & Algorithms• Unix/Linux Fundamentals• Statistics for Engineers• Calculus I-III• Applied Linear Algebra |
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PROJECTS

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

Codesigned a 3D game where players must overcome obstacle courses and gather keys. Designed game using Unity 3D and Cinema 4D, implemented game functionality using C#, deployed on Itch.io.

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 (Python) 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) <https://github.com/SCCapstone/CoolwithAnything>

Completed in JavaScript using React-Native Framework. Designed back-end system connecting user information to Firebase, developed user settings functionality, implemented JUnit tests and behavioral tests using Detox, designed UI theme, implemented data from API libraries, developed app website.

Blackjack (Summer 2024) <https://github.com/DeepThePatel/Blackjack>

Console-based blackjack card game developed using the .NET framework programmed in C#.