

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	

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-Current</i>)• Algorithmic Design I & II• Artificial Intelligence | <ul style="list-style-type: none">• UNIX/Linux Fundamentals• Mobile Application Development• Operating Systems• Data Structures & Algorithms• Software Engineering• Database System Design |
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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, MySQL, WordPress, G-Suite, VS Code, Android Studio

Technical: C++, C#, Python, Java, JavaScript, JUnit testing, HTML/CSS, React-Native, SQL, APIs, OOP

Soft Skills: SCRUM, collaboration, time management, leadership, verbal and written communication, problem solving, critical thinking, detail oriented