Deep Patel

deepkalpana1@aol.com | 843-624-5046 | https://deepthepatel.github.io/website/

AREAS OF INTEREST

Software Engineering, Mobile Application Development, Database Administration, Full-Stack Development, Web Development, Data Analysis, Technical Support

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, 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

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

- Nail Technician *(Aug 2018-Jul 2023)*
- Web & Tech Department Manager at National STEM Honor Society *(Aug 2023-May 2024)*
- Database System Design
- Artificial Intelligence
- Mobile Application Development
- Software Engineering
- Operating Systems
- Computer Hardware Foundations
- Algorithmic Design I & II
- Data Structures & Algorithms
- Unix/Linux Fundamentals
- Statistics for Engineers
- Calculus I-III
- Applied Linear Algebra

PROJECTS

MART 380 Video Game (Fall 2020)   https://d9asty.itch.io/mart-380-project
Game designed individually where players must navigate a map and collect keys to open the final exit portal. Designed game using Unity 3D, implemented functionality using C#, deployed on Itch.io.

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.