

Deep Patel

Columbia, SC

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EDUCATION

University of South Carolina – Columbia Columbia, SC 05/2024

Bachelor of Arts in Media Arts | Bachelor of Science in Computer Science

GPA: 3.30

COURSEWORK / SKILLS

- Algorithmic Design I & II
- Artificial Intelligence
- Video Game Design
- Operating Systems
- Data Structures & Algorithms
- Software Engineering
- SCRUM Meetings

PROJECTS

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

Game designed individually where player must navigate a map and retrieve all keys to reach the end portal. Designed game using Unity3D engine. Programmed functionality in C# using Visual Studio Code.

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

- 3D video game I co-developed with a partner in which a player must navigate through a series of maps and solve puzzles and overcome obstacles to receive keys to unlock new areas and win the game. Map design and programming with the exception of the journal UI was done by me.

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.

TECHNICAL SKILLS

Developer Tools: Git, Photoshop, Cinema 4D, VS Code, WordPress, MobaXTerm

Languages: C++, C#, Java, JavaScript, HTML/CSS