

Deep Patel

Columbia, SC

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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
GPA: 3.30

EXPERIENCE / COURSEWORK

- Media and Web & Tech intern at National STEM Honor Society **(active)**
- Algorithmic Design I & II
- Artificial Intelligence
- Video Game Design
- 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 with the exception of 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.

Senior Capstone Project (Fall 2023 – Spring 2024)

- 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.

TECHNICAL SKILLS

Developer Tools: Git, VS Code, WordPress, Trello, G-Suite, Photoshop, Cinema 4D

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

Soft Skills: SCRUM Meetings, Ability to work in a team environment, Communication, Time Management, Creativity, Written Communication