

# Deep Patel

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## AREAS OF INTEREST

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

## SKILLS

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**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

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

## EDUCATION

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

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### 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.