Harsh Patel

Software Developer

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EDUCATION

BSc Hons. Computer Science

York University

09/2017 – 09/2021

Courses

- Mobile Computing
- Theory Of Computation
- Data Structures and Algorithms
- Web Development
- Computer Organization
- Software Tools

PERSONAL PROJECTS

RaspberryPi-IOT MotionSpyware

- Expectation: After a break in at my apartment, my dad became a bit paranoid. Hence this Spyware was made to reinforce security.
- This Spyware uses a Raspberry Pi and a motion sensor.
- This Algorithm is coded in C. It uses GPIO pins to connect the Pi to a motion sensor. Upon sensing a movement the algorithm sends a IFTTT request online, which sends a email to the user. This email sends details to the user such as time of motion and location.
- Result: Pros: are after placing it in front of the main door, my dad is no longer paranoid and the security has been reinforced. But the cons are he knows if I want to sneak in home late.

Tic - Tac - Toe A.I. App

- Expectation: to implement basic A.I. and compete with friends as to who can beat the A.I.
- The game has 2 modes Single player and Multi player.
- Applied the concept of Finite automatas along with Rule based Strategy to come up with an algorithm which let the computer make its decisions, when playing against the user in Single player mode.
- Result: Medium difficulty in wining against A.I.

RoboCode Wall Master

- Expectation: to program a Robot in Java that can defeat A.I. robots.
- Performed intensive Unit Testing and gave very detailed instructions to make the robot perform desired action in given situations.
- Implemented several different algorithms to create a hybrid robot to eliminate any enemy algorithm detection.
- Result: It can defeat all robots in a 1 vs 1, but looses to some during a 10 robot free for all.

TECH SKILLS

JAVA | C | Python | C++ | HTML | C.S.S. | JavaScript | PHP | RISC-V | Verilog | BASH script | Shell Scripting | SQL | Android Studio | XML | Junit Testing | Test Driven Development | Linux | Raspberry Pi | Microsoft Office

AWARDS

GM Bursary for Undergraduate Students in Computer Science

Awarded to top 10% of students in the course

Undergraduate Bursary

Bursary awarded to outstanding students

Student Life Award

Awarded to students to help with buying textbooks

Entrance Scholarship

Awarded to students upon entering university, based on grade 12 marks.

INVOLVEMENTS

UofT Hackathon - 2017

YorkU Hackathon - 2018

Steacie library Hackfest 2018 - York University

SOFT SKILLS

Team Member | Communication | Leadership | Management | Hard Working | Responsibility | Self-Motivation | Problem Solving | Flexibility | Ability to Work Under Pressure | Time Management