

# Harsh Patel

Portfolio: [www.harshdeveloper.ml](http://www.harshdeveloper.ml) | [github.com/Harsh-B-Patel](https://github.com/Harsh-B-Patel) | [www.linkedin.com/in/contact-harsh-patel/](https://www.linkedin.com/in/contact-harsh-patel/)

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## Skills

**Languages:** Java, Python, C, C++, BASH, HTML, CSS, PHP, JavaScript, Verilog, RISC - V

**Frameworks:** Android SDK, JUnit Testing, Eiffel Studio Testing

**Tools:** VSCode, npm, Firebase, Intel Quartus, GitHub, Atom, Eclipse, Android Studio, Raspberry Pi, MS Office

## Projects

### Tic Tac Toe A.I. App

- Expectation: To implement basic A.I. which plays Tic Tac Toe. The game has 2 modes Singleplayer and Multiplayer. App is available on google play store.
- 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.
- [Tic Tac Toe A.I. App on Google Play Store](#)

### Ceaser It App

- Expectation: Use Caesar Cipher to make a small game for kids. App is available on google play store.
- Encrypts and Decrypts text using the Caesar cipher with any key the user wishes to use.
- [Ceaser It App on Google Play Store](#)

### Robocode A.I. 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

## Experience

### Telephone Interviewer

#### York University

- Conducted telephone interviews using approved protocols and contacted sampled households to determine eligibility and convince them to participate.
- Gained data entry skills by using protocolled format to answer questions. Worked in a team environment and met daily quotas, targets and deadlines.

## Education

York University - Bachelor of Science in Computer Science w/ Honours

2017 - 2021