

Harshil Patel

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EDUCATION

- University of Saskatchewan**
Bachelor of Science in Computer Science with Mathematics minor

PROFESSIONAL EXPERIENCE

VS Technology

India

Developer Intern

Dec 2019-Apr 2019

- Collaborated with various teams to establish rules and patterns for backend development. Designed, developed, and tested large software systems. Proven expertise in implementing new features and services.
- Analysis of various tasks involved in developing and maintaining apps. Identified risks and implement effective security policies. Thoroughly maintained and evolved the software's infrastructure.
- Worked across multiple cross functional teams to execute projects. Suggested 20+ improvement ideas to product design and functionality as informed by user-experience reporting.
- Actively participating in the sprint planning, daily scrum, sprint review, sprint retrospective, and backlog refinement.

Mobile Technologies Inc.

Saskatoon, SK

Developer Intern

May 2021-Aug 2021

- Utilized and implemented 3+ attractive, responsive, and mobile-friendly websites contexts and elements. Wrote 200+ unit tests to ensure 100% of code within SDLC was Bugs free.
- Designed and developed UI design for over 12 clients. Communicated with line of business and managed the overall status and health of 5+ applications.
- Led team of 4 members to develop frameworks for UI Automations, Functional, Integration and Regression testing. Developed frameworks for multi browser testing. Participated in weekly code reviews and followed industry best practices, company best practices.

ACADEMIC PROJECTS

VEGETAP: Food Delivery Application (Skills: DART/Flutter, Firebase Database, Google Auth, VS Code, Git)

- Developed a mobile application which can be used on iOS/Android for food or grocery delivery in the city. Built using agile methodology and led the team of 3 students. Developed application based on object-oriented programming and MVC style architecture. Followed industry standard for code formatting, QA testing, maintenance, and reporting following the SDLC.
- Reduced application and data load time and optimised by 30%. Optimised UI/UX and integrated Google pay, and Apple pay payment systems and signing gateways using API's.

One Man Army: Game Development (Skills: C#, Unity2D, Git)

- A dungeon-based game developed in Unity2D using C# for an audience of any age. Follows the principles of procedural content generation, axonometric views, A* pathfinding, and game systems. Lead a team of 6 developer students with a continuous integration model.

Online Voting System (Skills: HTML, CSS, JavaScript, PHP, MYSQL, jQuery, Apache Server, VS Code, Git)

- Developed online portal for voting system for users of an organization to access from anywhere and admins can administer.
- Built end-to-end system with md5 hashing and DB management.

Hospital Management System (Skills: Java, Swing GUI, Git)

- An interactive end-to-end system which was built for the hospitals to interactively use it for hospital staffing of employees, record admissions, track and release patients, doctors as well as inventory. Developed using object-oriented and MVC programming.
- Initially based on CLI improved and optimised to GUI for UX based on review from customers. Which gained 10% more adaptations of our system.

Personal Portfolio (Skills: HTML, CSS, JavaScript, GitHub)

- Developed a live used-friendly and interactive portfolio which demonstrates personal skills, information, and experience

ADDITIONAL INFORMATION

- Programming Languages:** C, C#, Java, Python, JavaScript, HTML, CSS, PHP, NodeJS
- Technical Skills & Tools:** MySQL, AWS, firebase, GitHub, GitLab, Visual Studio, IntelliJ, PyCharm, Unity, Docker, Eclipse
- Achievements:** Youth Lead (B.A.P.S, Saskatoon), University of Saskatchewan Students Union Council Member