

# Jay Patel

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**Website:** jyp2098.github.io/website-final/

## Summary

Student with 3+ years of experience in project work. I intent to enhance my knowledge in the ever expanding field of computer science and pursue a successful career.

## Employment History and Volunteering

### **The Sparks Foundation** *Internship (Data Science and Business Analytics)*

December 2020 – January 2021

- Collect, crunch and analyze data from various sources
- Worked on Machine Learning tasks and tuning models

### **Sardar Vallabhbhai Patel Institute of Technology** *Building the official college website*

February 2019 - April 2019

- Along with a team of developers for developing the college website
- Gained proficiency with Gatsby JS

### **WebMobi Technologies** *Internship (Software Development)*

July 2018 - April 2019

- Successfully learned and implemented different software development processes on Visual Studio.

### **Sardar Vallabhbhai Patel Institute of Technology** *Head of Registration Desk*

January 2017 - March 2017

- Managed a team of 20 for maintaining the database of details of students coming to college for the national tech fest.
- Worked on MS Access and established LAN networks.

## Education

### **Concordia University**, Montreal, Quebec, Canada

Present

Master of Applied Computer Science

### **Sardar Vallabhbhai Patel Institute of Technology**, Anand, Gujarat, India

Graduated – August 2020

Bachelor of Engineering – Computer Engineering (CGPA 8.83)

### **Baroda High School**, Alkapuri, Gujarat

Completed - March 2016

Higher Secondary Education-12<sup>th</sup> Grade (85%)

## Projects

### **Self-driving Car with Behavioral Cloning**

-Method by which human sub cognitive skills can be captured and reproduced in a computer program and used in real world for developing autonomous vehicles.

### **Path Finder for Blind**

-A system for blind people, built with IoT and Deep Learning to provide directions and help in navigation.

### **Sparty Bros**

-A 2D game built with Unity similar to the classic game of Mario

## Certifications

- Machine Learning A-Z: Hands-On Python and R (Udemy)
- Building Your Own Chatbot (IBM-Cognitive Class.ai)
- Game Development for Modern Platforms (Coursera)
- SAS Programming (Coursera)
- Developing Machine Learning Applications (AWS)
- Elements of Data Science (AWS)

## Knowledge & Skills

- Programming Languages: C, C++, C#, Python, HTML, CSS, JavaScript, React
- Tools: Unity, SAS, Tableau, Jupyter Notebooks, Anaconda, MySQL
- Machine Learning, App Development, Augmented Reality
- Written and verbal Communication - Presentation and reports
- Problem-solving skills, Management skills, Interpersonal skills, Time Management Skills, Self-Motivated, Ability to Analyze, Creative Thinking, Collaborative