JWALANT PATEL

CANADIAN CITIZEN

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SUMMARY

Enthusiastic, adaptable, and solutions-focused Computer Science Major. Offering strengths in technical knowledge, logical thinking, and interpersonal skills. Committed to contributing strong work ethic, and team-oriented collaboration to a professional environment.

EDUCATION

Bachelor of Science, Majoring in Computer Science   *September 2020 - Expected 2025*
Western University
Dean's List - (May 2021)
- **Coursework:** Operating Systems, Distributed Systems, Computer Architecture, Compilers, Systems Programming, Algorithms, Real Analysis, Complex Analysis, Machine Learning, Abstract Algebra, Parallel Programming, Statistics, Linear Algebra, Object Oriented Programming

TECHNICAL SKILLS & INTERESTS

Languages (Tools): Python, C++, C, Java, JavaScript, HTML/CSS, React, EAGLE, Arduino, Unix, Git, Jira/Confluence
Keywords: High-Performance Computing, Operating Systems, Machine Learning
Interests: Robotics, AI, Networks, Cyber Security

PROJECTS

Proof Reading Application   *February 2023 - April 2023*
Western University
- Created a desktop application intended to interact with **Spotify's API** to create a group mix playlist
- Used JSON parsing (**nlohmann_json** library) to parse through .csv files
- Spotify API requests were handled by utilizing **libcurl** library to make http calls
- Lead a group of 4 people to develop the program
- Tracked progress on **Jira/Confluence**, making use of **Agile/Scrum** techniques
- Utilized a **kanban board** to maximize efficiency

Minesweeper Remake   January *2023 - February 2023*
Western University
- Developed a remake of the class game **Minesweeper**, on a Unix/Linux System (WSL Ubuntu)
- Game was written in **C++,** leveraging **QT** as a graphical framework

Proof Reading Application   *September 2023 - December 2023*
Western University
- Created a desktop application that spell checks text documents using **Java** and **JavaSwing**
- Planned and tracked on **Jira** so the team can manage feature requirements
- Worked in **Agile/Scrum** methods for testing approach, attended, Functional Review meetings with the Scrum Team, created Test Plan for different Sprints and Stories
- Lead team members in daily testing activities such as Unit testing, performance testing using Agile Methodologies
- Wrote automation test scripts using **Java**, **Maven**, **JUnit** in Visual Studio Code
- Application supported **HTML** and text files
- Designed Frontend GUI and Backend with an object-oriented **Java**

Mini Greenhouse   *January 2022 - May 2022*
Western University
- Used **TinkerCad** to create simulations of the prototype PCB
- Designed an Electrical Circuit and designed a Printed Circuit Board using **EAGLE** software
- Used multiple **sensors** and **actuators** to develop a microcontroller-based **control system**
- Used **Arduino** code to write a script to give functionality to the miniature prototype greenhouse in-order to self regulate temps, humidity, air flow and day/night cycles

3D Web App   *December 2023 - Present*
- Used **HTML**, **CSS**, and **JavaScrip**t to create a basic layout
- Implemented t**hreejs** and **React** (react-three/fiber, react-three/drei and react-spring) to develop the Frontend
- Converted .glb files to. jsx code to import the 3D models into objects in the scene using react-three/drei