Jeans Patel

jeans@uoguelph.ca | 647 654 2505
https://github.com/Jeans-Patel

SKILLS

PROGRAMMING
C • Java • JUnit • Python
HTML • CSS • JavaScript
React.js • JQuery • AJAX
MySQL • PSQL • JavaFX • C#

OPERATING SYSTEMS
Windows (7, 8, 10) • Linux (Ubuntu)

TECHNICAL
Git • Command line • Terminal

BEHAVIORAL
Organized • Collaborative
Time Management

EDUCATION

UNIVERSITY OF GUELPH
Computer Science Co-op
Minor in Mathematics
2018 - Present | Guelph, ON
CGPA: 85%

COURSEWORK

WINTER TERM (2021)
Compilers
Mobile Computing
Complex Analysis
Project Management

ACTIVITIES

SPORTS:
Table Tennis • Badminton • Tennis

HOBBIES:
Puzzles • Computers
PC Gaming • VR

WORK EXPERIENCE

JAVA DEVELOPER (CO-OP) | CIBC
May 2021 - Dec. 2021 | Toronto, ON
- Redesigned an existing application to increase efficiency using Java and Spring-boot.
- Integrated a new dashboard to an existing portal to monitor the status of the application using Oracle SQL, HTML, CSS, JavaScript, JQuery, and AJAX.
- Worked with the development team and QA team to conduct end-to-end testing.
- Creating scripts to maintain log files and start/stop application modules.

CASHIER | Real Canadian Superstore
Jul. 2018 - Sep. 2019 | Milton, ON
- Used customer service skills to assist customers with their needs.
- Helped troubleshoot a new self-checkout system and provided input for the overall design of the system.

PROJECTS

IMAGE PROCESSING | Image Processing and Vision
Mar. 2021 | Guelph, ON
- Implementing and comparing image processing algorithms using research articles.
- Used Python to implement, test, and compare various image processing algorithms.
- Presented the algorithms, methods of testing, and results in an organized report.

INVENTUM - MEDIA BROWSING APP | Software Engineering
Apr. 2021 | Guelph, ON
- Added functionality to existing open-source Android application using Java.
- Worked in a team following the agile-scrum methodology to develop the application.
- Presented the application after each sprint to class and had a final presentation to show the final product.

SVG PARSER | Software System Development and Integration
Mar. 2020 | Guelph, ON
- Built and used C library to parse the SVG image.
- Used JavaScript, HTML, and CSS to display information about the SVG image.
- Stored all the data about the images in a MySQL database.

ROUGE-LIKE 3D GAME | Game Programming
Apr. 2021 | Guelph, ON
- Created a 3D rouge-like game using a game engine in C.
- Generated random maze-like rooms, corridors and levels.
- Added enemies, obstacles, and "fog-of-war" to refine game.