

# Monil Patel

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## EDUCATION

### Bachelors in Software Engineering

Sep 18 - April 23

#### Ontario Tech University - Oshawa, Ontario

Relevant Coursework - Calculus I and II, Linear Algebra, Discrete Math, Database Management, Data Structures, Design and Analysis of Algorithms, Software Quality, Intro to Artificial Intelligence, Project Management

Awards - Dean's Honor List: 2 Semesters

## EXPERIENCE

### Senior Tutor - Kumon North America

Aug 15 - Oct 19

- Worked with students to help each understand the classroom material and homework worksheets.
- Identified needs of learners and adapted course content and delivery style to meet individual needs.
- Maintained consistent communication with supervisory staff and contributed to organizational goals.
- Built and maintained rapport with students through active listening and clear communication.

## PROJECTS

### Riot API Machine Learning

- Utilized the Riot Games API to gather and analyze data from thousands of games to build a neural network which can predict the winning team based on several in-game parameters.
- Created scripts to view, analyze JSON data, and to store, retrieve data from an SQLite database
- Designed a sequential machine learning network to compile a model using training and testing data, which achieved a near 80% accuracy
- Utilized: Python, Numpy, Pandas, Anaconda, Jupyter, Tensorflow, Keras, SQLite

### Riot API Data Analysis

- Leveraged Streamlit and the Riot Games API to create and host a League of Legends statistics and match history to users based on the provided game name
- Parsed through JSON data to manipulate and clean relevant information to be showcased to the user on the front end of the website
- Integrated visual data components to showcase relevant game information organized in a user-friendly manner
- Utilized: Python, Numpy, Pandas, Anaconda, Jupyter, Matplotlib, Streamlit

### Handwritten Character Detection

- Developed a convolutional machine learning model to analyze and predict handwritten characters that were drawn using a Streamlit hosted canvas application.
- Handled data from the MNIST dataset, preprocessed data to be in the proper form for model compiling and testing with new drawn character images
- Created a canvas interface on Streamlit for users to draw individual characters, which is captured and predicted against the model to return the guessed character
- Utilized: Python, Numpy, Pandas, Anaconda, Jupyter, Tensorflow, Keras, Matplotlib, Streamlit

### Runnify - Running Route Tracker

- Designed an android mobile application which would track and store user running routes using the Google Maps API and a mobile SQLite database
- Implemented the back-end database including the queries to create, read, update, and delete information from the database.
- Managed the development team and ensured project requirements were met on a bi-weekly basis
- Utilized: Android Studio, Java, Android SDK/AVD, SQLite, XML

## SKILLS

**Software:** Python, SQL, Tensorflow, Numpy, Pandas | Familiar: Java, HTML, C/C++

**Tools:** Anaconda, Jupyter Notebook, Google, Excel, Notion, Streamlit, Discord