MannDP.com
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MANN PATEL

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EMPLOYMENT

Quality Assurance Intern   **Q4 Inc.**   **Jan. 2018 – Apr. 2018**

- Maintained and developed a full Java-based automation suite of 600+ scripts across Web and Desktop products using Apache Maven, Junit Testing Annotations, and Selenium Webdriver in accordance to the POM Framework.
- Integral part of success in the Agile Software Development Cycle; received 'Sprint Rockstar' designation multiple times.
- Developed multiple Postman collections for API testing; verified and manipulated data in XML and JSON file formats using SQL.
- Worked with Atlassian, Confluence, TestRail, and Jira FED in a daily capacity.

Student Teacher & Member   **Westwood High School Coding Club**   **Sep. 2014 – Jun. 2017**

- Taught introductory C++ and Java to students with varying levels of coding experience.
- Created a third-person zombie-survival game using C# in Unity. Chosen to compete in the provincial animation and game design competition.
- Created visual animations using the OpenGL Utility Toolkit in C++. Won 2nd place in school coding competition.
- Directed setup of new equipment: including 3-D printers, Gaming Laptops, VR Machines, etc.
- Responsible for troubleshooting and resolving errors related to the hardware/software aspects of systems.

EDUCATION

Waterloo, ON   **University of Waterloo**   **2017 – 2022**

- **B.A.Sc.** Candidate for Electrical Engineering.
- **3.98 GPA** with **Top 10 Ranking** in Electrical and Computer Engineering class.

TECHNICAL EXPERIENCE AND PROJECTS

- **HackerRank Programming Challenges** (2018). Online programming community hosting coding challenges and competitions. Completed the 30 Days of Programming, Java problem suites in **C++**, **Java**.
- **JavaScript Games** (2017 – 2018). Currently enrolled in Khan Academy **JS** course and developing classic video/arcade games to run in browser. Library thus far includes Tetris, with a 2-player version, and Super Mario in development.
- **Neural Network** (2017). Designed and programmed a neural network using genetic algorithms in Unity.
- **Embedded System Development** (2017). Used **C**, **Putty**, and CMAKE to create an embedded system 'Simon Says' game on the Onion OMEGA board.

AWARDS

- **Waterloo Dean's (Term) Scholar (2018):** 8th highest academic average in program.
- **AP National Scholar and AP Scholar with Distinction (2017):** Placed in top 2 percentile of all test takers internationally. Scores of 5 in AP Calculus AB, AP Chemistry, AP Physics II, and AP Biology.
- **VEX Robotics Design and Autonomous Award (2016):** Achieved highest score in the autonomous section of the provincial championships. Finished first and qualified for World competition.

SKILLS AND LANGUAGES

- C++; C; Java; SQL; Processing; MIT App Inventor; Developing proficiency in HTML, JSON, CSS, and JS.
- Visual Studio; Microsoft SQL Server; IntelliJ IDEA; CLion; Sublime Text.
- Postman; Cross-Platform Development (Linux).
- Experience with Version Control Systems such as Git, GitHub, SVN.