# MANN PATEL

| MannPatel0.github.io | Github.com/MannPatel0 | linkedin.com/in/mann-patel-18624a295

# **SUMMARY OF QUALIFICATIONS**

- Proficient in multiple programming languages, with a proven track record of delivering innovative solutions that enhance functionality and reduce costs by up to <u>94%</u>.
- Skilled in troubleshooting and deploying efficient technical solutions within diverse environments, including competitive robotics and small business systems.

## **EDUCATION**

## **University Of Calgary**

Calgary, AB

Bachelor of Science in Computer Science

Sep 2022 - Present

Concentration: Computer Graphics

Related Couse Work: Data Structure and Algorithm, Operating Systems, Computing Machinery

#### RELATED EXPERIENCE

#### **AC ROBOTICS**

Calgary, AB

Robocup SSL League Software Department

Sep 2023 - Present

- Create and enhanced pattern recognition using OpenCV, increasing time efficiency by <u>15-20%</u>.
- Improved robotic operations in complex environments developed AI algorithms for autonomy and pathfinding.
- Implemented deep learning for multi-agent control, inspired by DeepMind's techniques.

#### 2358235 ALBERTA LTD.

Calgary, AB

IT Administrator

May – Sep 2024

- Installed and maintained wireless communication equipment, including wireless and PoE cameras.
- Developed a custom POS solution with a locally hosted database for seamless sales monitoring.
- Achieved a <u>94%</u> cost reduction by developing a custom-built solution, lowering the price from <u>\$7,000 to \$493</u>.

## natHACKS

Calgary, AB

volunteering

- Mentored hackathon participants, offering guidance on project development and problem-solving throughout the event.
- Provided feedback to teams on technical challenges, helping refine their neurotechnology projects for final presentations.

### **PROJECT EXPERIENCE**

# PERSONAL PORTFOLIO ( MannPatel0.github.io )

Personal Project

Jun - Sep 2024

- Designed a personal portfolio website using HTML, CSS, and JavaScript.
- Incorporated the Three is library to create a unique and engaging 3D perspective, enhancing user interaction.
- Developed separate light and dark modes for a customized user experience.
- Ensured dynamic responsiveness for seamless viewing on different devices, making the website adaptable and user-friendly

# **HELIOS POS**

Contract Development

May - Aug 2024

- Led a team of three in developing a fast, lightweight POS system using Python and MongoDB.
- Designed the system for cross-platform compatibility, ensuring seamless operation on macOS, Windows & Linux.
- Optimized performance to enhance transaction speed and efficiency for small businesses.

# ROBOCUP SSL ROBOT RECOGNITION

AC Robotics Software lead

Sep - Dec 2023

- Independently designed and developed robot recognition software for competitive environments.
- Enhanced robotic operations in complex environments by implementing AI algorithms for autonomy and pathfinding.
- Utilized OpenCV to create and enhance pattern recognition, improving time efficiency by 15-20%.
- Implemented deep learning techniques for multi-agent control, inspired by DeepMind's strategies. In Progress

## **Natures Reprise**

Game Dev Class

Jan – May 2024

- Led a team of five in developing a game using the Godot engine, exploring character physics and various rendering techniques.
- Created all in-game assets by hand, enhancing the game's unique aesthetic and style.
- Conducted playtesting with over <u>50</u> individuals, with <u>95%</u> expressing positive feedback and interest in playing again.

## **TECHNICAL SKILLS**

- Programming Languages: SQL, Python, Java, JavaScript, C, JSON, HTML, CSS, ARMv8 Assembly
- Operating Systems: Windows NT/ 2000/ XP/ Vista, Linux, Unix, MacOS
- Database: SQL Server, MongoDB