MIHIR PATEL

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EDUCATION

DePaul University	Chicago, IL
Master of Science in Computer Science; GPA: 4.0	*2024 – 2026*
Gujarat Technological University	Ahmedabad, India
Bachelor of Engineering in Computer Engineering; GPA: 3.2 (8.11/10)	*2021 – 2024*
Gujarat Technological University	Ahmedabad, India
Diploma in Engineering in Computer Engineering; GPA: 3.7 (9.78/10)	*2018 - 2021*

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML, C, C++, CSS, PHP
Database: MySQL, Postgres SQL, XAMPP
Frameworks: Django, Bootstrap
Tools: VS Code, PyCharm, GitHub, Maven, Adobe

EXPERIENCE

Arth Infosoft Pvt Ltd	Ahmedabad, India
Software Engineering Intern	*2024*

- Developed **HRConnect**, a **Django-based** HR portal for leave management, attendance tracking, and event coordination.
- Designed features enabling HR administrators to approve leave requests, monitor attendance, and manage events efficiently.
- Utilized **Postgres SQL** to maintain and manage data entered into the portal, ensuring reliability and scalability.
- Implemented self-service functionalities for employees to streamline leave applications, attendance logging, and celebration preferences.
- Improved organizational efficiency with a user-friendly interface and a robust feature set, fostering a better workplace culture.

PROJECTS

Stock Management System | *PHP, MySQL, HTML, CSS, XAMPP v3.30 (local web server)*
- Designed and developed a **Stock Management System** using **PHP** and **MySQL** for efficient inventory tracking and management.
- Contributed to the **front-end development** and prepared the **project report** as part of a four-member team.
- Ensured a user-friendly interface using **HTML** and **CSS** for seamless navigation and interaction.
- Collaborated under the guidance of **Ms. Alpa Oza** to implement key functionalities and meet project goals.

Slither Sprint | *Python, Object-Oriented Programming (OOP)*
- Developed a classic **Snake game** to demonstrate and apply programming skills acquired during coursework.
- Incorporated **Object-Oriented Programming (OOP)** concepts to enhance game logic, user interaction, and gameplay mechanics.
- Designed and implemented features such as real-time score tracking to provide an engaging user experience.
- Built a structured and maintainable codebase to ensure scalability and facilitate future enhancements.

Classic Pong | *Python, Object-Oriented Programming (OOP)*
- Recreated the iconic Pong game to practice and showcase programming skills with a focus on simplicity and nostalgia.
- Utilized Object-Oriented Programming (OOP) principles to design a modular and maintainable codebase.
- Implemented dynamic gameplay mechanics, including paddle movement and ball collision detection, to provide an engaging experience.
- Focused on delivering a user-friendly interface and smooth gameplay to replicate the charm of the original game.