

MIHIR PATEL

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EDUCATION

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

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML, CSS

Database: MySQL, Postgres SQL, XAMPP

Frameworks: Django, Bootstrap

Tools: VS Code, PyCharm, GitHub, Maven, Adobe

EXPERIENCE

Arth Infosoft Pvt Ltd Software Engineering Intern	Ahmedabad, India 2024
<ul style="list-style-type: none">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 <i>PHP, MySQL, HTML, CSS, XAMPP v3.30 (local web server)</i>
<ul style="list-style-type: none">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.