

Harsh Patel

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EDUCATION

McGill University

BSc | Honours Computer Science and Biology | Minor in Mathematics | cGPA 3.8/4.0

Sep 2017 - May 2021

Montréal, QC

- J.W McConnell Scholarship Recipient (Entering average of 95+)
- Tomlinson Engagement Award for Mentoring and Engagement

EXPERIENCE

Google *C++ | Python | Java | Android*

May 2019 – Aug 2019

Engineering Practicum Intern | www.chromium.org

Waterloo, ON

- Reduced the binary apk size for Chrome on Android by over 100 kBs through compression of resources and implementation of new optimization tools.
- Implemented solutions to release blocking crashes and reduced the incremental build speed for Chrome on Android.

MILO - Mind Controlled Wheelchair *Python | Node.js | HTML | CSS | Android*

Sept 2018 – May 2019

Software Developer | www.mcgillneurotech.com

Montréal, QC

- Achieved 1st Place in the NeuroTechX Open Challenge 2019.
- Created a mind controlled wheelchair that moves based on realtime data collected from an OpenBCI for people with locked-in syndrome.
- Developed a web dashboard that collected, processed and displayed EEG data and metrics at a rate of over 250 samples per second.
- Built a location tracking and stress detection app for caretakers to monitor users of the wheelchair.

CSUS Helpdesk *Java | Python | Algorithms and Data Structures | Software Design*

Sept 2018 – May 2019

Computer Science Tutor

Montréal, QC

- Tutor for various introductory Computer Science courses.
- Answered multiple questions per week related to assignments, algorithms, data structures, software systems and good design practices.

PROJECTS

Personal Website *Node.JS | Express | PUG | SQL | Markdown*

Sep 2017 - Present

www.mrharshpatel.com

- Utilized Node.JS to develop a live website that showcases my notes and projects.
- Designed and implemented an SQL database to store and retrieve notes in order to optimize site loading times.

Asteroid Defence Game *Python | HTML Requests*

Sep 2018

McGill Physics Hackathon

- Created an asteroid defence game with Newton's law of universal gravitation using position, velocity and mass from NASA's close earth objects database.
- Implemented a Python backend and GUI to both retrieve requests and allow players to survive waves of increasing difficulty.