Harsh Patel

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FDUCATION

McGill University Sep 2017 - May 2021

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

Montréal, QC

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

FXPFRIFNCF

Google C++ | Python | Java | Android

May 2019 – Aug 2019

Engineering Practicum Intern | www.chromium.org

Waterloo, ON

- Reduced the binary size for Chrome by over 150 kB by compressing and reducing read only data.
- Created solutions to runtime crashes and build failures that blocked the release of Chrome Canary.
- Improved the incremental build time for Chrome on Android by 20 percent.
- Changed implementation of the build system to allow for a new whole program optimizer.

MILO - Mind Controlled Wheelchair Python | Node.js | HTML | CSS | Android Software Developer | www.mcgillneurotech.com

Sept 2018 – May 2019

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 Computer Science Tutor

Sept 2018 – May 2019 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.