

Parth Patel

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EDUCATION

Bachelor of Technology - Computer Engineering

Sankalchand Patel University
CGPA: 7.12

Aug 2020 - May 2024
Gujarat, India

PROFESSIONAL EXPERIENCE

Software Development Trainer

Sankalchand Patel University, Visnagar

Jun 2024 - Present
Gujarat, India

- Developed a **Flutter application** for the university using **Dart, Firebase**, with several libraries.
- Lead both the **Media Developer Course** and the **Internet of Things Course**.
- Deliver comprehensive training in **front-end development, Photoshop & IoT technologies**.
- Mentor students through hands-on projects to build practical skills.

Android Developer Intern

PROLOG Infotech, Rajkot

Jun 2022 - Aug 2022
Remote

- Developed an **Android contact application** using **Java** and **Firebase**, integrating company data to enhance the experience for employees and customers.
- Achieved a **30%** increase in support efficiency and user engagement.

PROFESSIONAL SKILLS

Languages

Java, Kotlin, Dart, C++, Python, SQL (MySQL / SQLite)

Tools

Android Studio, Firebase, Git, GitHub, VS Code, Figma, and Google Cloud Platform

PROJECTS

SPU eBike - EBike Rental

- Developed the Flutter application to manage electric bike usage for faculty, staff, and students.
- Monitored bike usage time and stored user and bike data in a real-time database for efficient management and tracking.
- Technologies used: **Dart, Firebase, and Figma**.

Cinehub - Media streaming android application

- Orchestrated the integration of 'TheMovieDB' API using Retrofit, and implemented Picasso for image loading and ExoPlayer for video playback.
- Customized features to enhance user experience, resulting in a **25%** boost in user interaction and a **20%** increase in app retention.
- Technologies used: **Java, Firebase, Retrofit, Picasso, ExoPlayer, TMDB API, and Figma**.

eQuake - Earthquake Report App

- Developed an earthquake tracking app utilising the USGS API for real-time data; implemented JSON parsing with Java to display recent seismic activity worldwide, enhancing user experience and promoting disaster preparedness
- Technologies used: **Java and USGS API**.

ACHIEVEMENTS / TASKS

Project Lead | HACKNUTHON 4.0

- Build and lead a team of 3 computer eng. students to develop a **new QR code generator & scanner** mobile app, and we got selection in the **top 10 teams**.
- **Java, Firebase, QRGenerator, and ZXing**

Solved over 250+ DSA problems on LeetCode and GeeksForGeeks