

ruchi.v.patel@ryerson.ca
github.com/PatelRuchee
linkedin.com/in/ruchipatel-patelruchee.github.io

Ruchi Patel

EDUCATION

Ryerson University
B.S. Mathematics and Computer Science

Sep 2019 – May 2022
Toronto, Canada

Coursework: Computer Science I/II • Discrete Mathematics I/II • Calculus & Computational Method I/II

GPA: 3.42

EXPERIENCE

Explore (SWE and PM) Intern *Microsoft* May 2020 – Aug 2020

- Project/Program Manager: Developed a Voice and Video calling feature within OmniChannel which increased productivity for ~25,000 users
 - Built a live demo alongside UX/UI team using Figma, communicated with customers to receive feedback
 - Created project specs, test cases, user stories and feature documentation to help outline engineering development tasks
 - Presented the working feature in front of ~30 team members and ~350 interns and received positive feedback
- Software Engineer: Produced a Voice/Video calling feature using Machine Learning technologies bridging OmniChannel and Microsoft Teams
 - Improved data readability from Common Data Service by developing a new implementation for Microsoft Teams using backend technologies
 - Enhanced retrieving configuration process for Voice and Video calls by developing an API calling application using full stack development
 - Developed unit test using Jasmine and Karma to ensure stability of the frontend and backend services
- Technologies used: C#, TypeScript, React, HTML, CSS, Git, Azure Service Bus, Common Data Service PostMan

QA Engineer Intern *Instacart* May 2019 – Aug 2019

- Independently designed and developed Python applications to automate periodic QA testing suits
- Gained extensive experience debugging front-end code and deploying changes to Jenkins
- Used JIRA to document bugs caught while manually and automated testing
- Collaborated with PM and engineers to resolve critical issues
- Technologies used: Python, SeleniumLibrary, RobotFramework, Git, Github, JIRA, Jenkins

PROJECTS

Physical CandyCrush Game

- A physical version of the popular game made using LED Matrix
- Developed the game using OOP in C++. The game requires players to move coloured tiles using a joystick to have the same coloured tiles horizontally and vertically.
- Technologies used: C++, Python, Omega2 board -Onion, Arduino Uno Board

What Not To Wear *Microsoft's Annual Hackathon*

- An Edge extension which shows sustainability score of a website while shopping online
- The extension used data from several sources to determine the organization sustainability score.
- Technologies used: Node.js, Java Script, CSS, HTML

PROGRAMMING SKILLS

Java • Python • C# • C • C++ • HTML • CSS • JavaScript • TypeScript • React • React Native • NodeJS • SeleniumLibrary • RobotFramework • Jenkins • MATLAB • Git • Github • Azure Devops

EXTRACURRICULAR ACTIVITIES

- WiCS Ryerson: Marketing and Events Coordinator
- WiM Ryerson: Events Associate
- Rewriting the Code: Fellow, Highschool Mentor