Sachin Patel

sachpatel1220@gmail.com | | (224)-703-8134 | | linkedin.com/in/Sach-P | | github.com/Sach-P | | sach-p.github.io

Education

Iowa State University, College of Engineering

- Bachelor of Science in Computer Engineering — Expected May 2024
- GPA: 4.0/4.0 | Coursework: Object-Oriented Programming, Data Structures, Algorithms

Technical Skills

Languages/Technologies: Java | Python | JavaScript | HTML/CSS | C | C# | C++ | React | Django | Flask

Experience

Front End Design Intern | Expaaand Contract Services — Jul 2021 - Aug 2021

- Produced a landing page swiftly in **HTML/CSS** and **Javascript** that secured a client.
- Designed UI's timely in Figma that pleased investors and resulted in a web design contract.

Undergraduate Research Assistant | Iowa State University — Jan 2021 - May 2021

- Circuited a testbed that is rented by other researchers to simulate many 5G devices in a small area.

Relevant Activities

Cardinal Space Mining — Sep 2020 - Present

- Controls project director of a competing mining robot that competes in NASA's Lunabotics competition.
- Led a team of 10+ members to develop the advanced software and electrical system of the robot.
- Developed subroutine and subsystem programs in **Java** that are implemented for full robot autonomy.

Robotics Club — Sep 2020 - Present

- Constructed all features of a battle-bot with tight weight and power constraints.
- Won first place in the battle-bots tournament at Iowa State University.

Selected Projects

Full Stack Web App | GitHub | Demo — Jul 2021 - Present

- Fabricated a web app in **Django** and **React** for splitting large goals into subtasks to form a goal tree.

Drone | Group Project — Oct 2020 - Present

- Assembled a drone's electrical system that has side motors for horizontal propulsion (coded in **C++**).

Unity Game | GitHub | Demo — Sep 2020 - Jun 2021

- Built a 2D video game with physics-based game mechanics using **C#** and the Unity Game Engine.

IoT Rover | GitHub — Sep 2019 - Aug 2020

- Engineered an obstacle-avoiding rover using Arduino, Raspberry Pi, and **C++.**
- Created a web server in **Flask** that controls the rover and displays a live feed from its camera.