

SAHIL PATEL

Niagara Falls, ON | sahil02.jp@gmail.com | (365)779-0636 | LinkedIn: [sahilpatel02](#)

CAREER OBJECTIVE

Detail oriented Computer Programming & Analysis professional with hands on experience in C#, UWP, and ASP.NET MVC. Skilled in object oriented design, event-driven programming, and database management. Passionate about building interactive applications and optimizing performance.

TECHNICAL SKILLS

- **Programming Languages:** C, C++, C#, Python, JavaScript, R.
- **Web Technologies:** HTML, CSS, ASP.NET MVC, jQuery, Bootstrap.
- **Database Management:** MongoDB, SQLite, MySQL, SQL Server, Data Warehouse.
- **Frameworks/Tools:** Entity Framework, .NET MAUI, MVVM, Swagger, Visual Studio, GitHub, UML, Web API.
- **Data Visualization:** Matplotlib, PySpark, Power BI.

EDUCATION

Niagara College, Welland, ON 2023 – 2025

Advanced Diploma in Computer Programming and Analysis | Cumulative **GPA: 82%**

- Focused on software development, system analysis, and database management using industry best practices.

KEY PROJECTS

Gym Management System (ASP.NET MVC)

Developed a comprehensive .NET MVC web application for managing gym operations, member profiles, and facility scheduling. Implemented scalable architecture using Entity Framework with relational database design.

- **Technologies:** C#, Entity Framework, SQLite, MVC Design Pattern, Bootstrap, ASP.NET
- **Key Features:** User authentication, member management, class scheduling, automated notifications

Choir & Volunteer Management System | Client: *Tomorrows Voices*

Engineered a full-stack .NET MVC web application for managing singers, choirs, and volunteer data. Implemented advanced features including archival system and bulk dataupload via Excel integration.

- **Technologies:** C#, Entity Framework, SQLite, MVC Design Pattern, Bootstrap, ASP.NET.
- **Key Features:** Volunteer tracking, choir management, archival data system, Excel bulk upload, role-based access control

2D Game (UWP) | C#, UWP, XAML

Developed an interactive 2D game application featuring physics engine, collision detection, and dynamic difficulty progression.

- **Technologies:** C#, UWP, XAML
- **Architecture:** OOP design patterns, state management, real-time UI rendering
- **Optimization:** Event-driven programming, algorithm optimization for smooth gameplay

WORK EXPERIENCE

Store Associate

November 2023 – Present

Dollarama – Niagara Falls, ON

ADDITIONAL INFORMATION

- **Languages:** English, Hindi, Gujarati.
- **Certifications:** C and C++
- **GitHub Portfolio:** github.com/SahilPatel-02
- **Personal Website:** sahilpatel02.dev