Savan A. Patel

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OBJECTIVE

M.S. Computer Science student at UIUC specializing in software development. Skilled in full-stack development, algorithm optimization, and system integration, with a focus on delivering scalable and impactful software solutions.

EDUCATION

Purdue University   **West Lafayette, Indiana**
B.S. in Computer Engineering Technology, 3.7 GPA, Dean's List   *May 2025*
- o **Concentration:** Software Development
- o **Relevant Coursework:** Data Structures & Algorithms, OO Programming, Systems Development

University of Illinois Urbana-Champaign   **Champaign, Illinois**
Master's in Computer Science   *Expected Dec 2026*
- o **Areas of Interest:** Web Development, Cloud-Based Applications
- o **Relevant Coursework:** Web Programming, Database Systems, Software Engineering

EXPERIENCE

Websoft Developer   **Davis, California**
Programming Intern   *May 2024 – Aug 2024*
- Automated license expiration notifications in Mobile MMS using C# and SMTP to improve email alert management.
- Engineered a suite of toolbar widgets with the ArcGIS JavaScript API, enabling more user-friendly map interactions.
- Developed C# executables for task visualization, allowing admin users to track scheduled tasks, identify issues using exit codes, and improve error handling through the Mobile MMS system.

Websoft Developer   **Davis, California**
Developer Intern   *May 2025 – Aug 2025*
- Built an email previewer using the C# MSGReader library and endpoint to parse and display Outlook EML/MSG files.
- Developed a text recognition tool using a snipping feature and the Azure AI OCR API to extract text from images.
- Implemented a built-in camera feature using DOM MediaDevices to enable camera functionality on unsupported devices (e.g., Surface Pro), replicating native Android/iOS camera behavior.

Teaching Assistant - Purdue University   **West Lafayette, Indiana**
Data Structures and Algorithms   *Aug 2024 – May 2025*
- Assisted 60+ students in mastering pointers, memory management, and file I/O in C, providing one-on-one guidance.
- Led review sessions focusing on algorithm design, data structures (e.g., linked lists, stacks), and debugging techniques.

PROJECTS

Wordle Practice   *Jan 2024 – Mar 2024*
Personal Project
- Built a full-stack game application implementing core game logic and user authentication that imitates Wordle.
- Designed a responsive UI and handled game data using a SQL database, enabling users to track game history records.
- Integrated RESTful APIs for dynamic data handling, enhancing user experience, and application performance.

Pomodoro To-Do App   *Jan 2025 – Mar 2025*
Personal Project
- Built a to-do app with a real-time timer to boost user productivity and a login system for customizable profiles.
- Developed the full stack using React.js, Express.js, and PostgreSQL.

SKILLS

Programming: Java, Python, JavaScript, C#, TypeScript, SQL, C++, C, Swift (iOS), MATLAB/Simulink

Web Development: HTML/CSS, Knockout.js, Bootstrap

Tools & Technologies: Visual Studio, VS Code, Git, Bitbucket, PyCharm, Jupyter Notebooks, Linux, Multisim, Jira

Software Engineering Practices: Agile Development, Version Control (Git), Debugging, Code Optimization, API Integration