Shrey Patel

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Education

- **University of Manchester — Top 6% in Cohort** Manchester, UK
  Bachelor's in Computer Science; 1st Year: First Class - 80.3% *Sept. 2024 – June. 2027*

- **Langley Grammar School** Slough, UK
  *A Level: Mathematics, Computer Science, Further Mathematics, History; A*A*AA* *Sept. 2017 – June. 2024*
  GCSE: 10 Grade 9s, 1 Grade 8

Experience

- **GreatUniHack Development Team** Manchester, UK
  Developer *June 2025 – Present*
  - **Animation & UX**: Implemented custom particle and framer-motion animations, including interactive shooting stars and Three.js planetary models for a Next.js app
  - **Event Volunteering**: Volunteering onsite during the hackathon: supporting 150+ attendees through logistics, workshop facilitation, and event operations

- **Student Hack Software Team** Manchester, UK
  Developer *Mar 2025 – Apr 2025*
  - **Frontend Development**: Built modular React front-end components, delivering a terminal-style UI with glitch and pulse effects, updating the website in real-time
  - **Moderator & Community Communication**: Organized and moderated Discord channels to streamline interactions between participants, sponsors, and organizers

- **Code Ninjas** Slough, UK
  Code Sensei *Feb. 2023 - Feb. 2024*
  - **Mentorship**: Oversaw groups of 10-15 children (ages 5-16) during coding workshops focused on elementary programming skills in JavaScript and C#
  - **Assessment & Student Progress**: Graded 50+ student projects, asynchronously and in-person, providing detailed feedback on game quality and debugging skills

Projects

- **Lego Identification & Substitution Software**:
  - Engineered a computer vision pipeline enabling LEGO brick scanning with OpenCV; trained CNN on 40,000 images to classify 50 brick types with 75%+ accuracy
  - Developed a hash table-based inventory system, underpinned by a bespoke greedy LEGO part optimization algorithm for efficient set building and brick substitutions

- **Movie Recommendation Website**:
  - Developed a responsive React frontend with Material-UI, implementing dynamic questionnaires, and Tinder-style swiping mechanics for prospective films in batches of 20
  - Collaborated with a team of four to integrate asynchronous API communication with a Flask Backend, handling user authentication, session management, and data persistence

- **Simplex Method Software**:
  - Created a linear programming optimization engine, featuring interactive tableau visualizations and dynamic constraint management, implementing both standard and two-phase simplex algorithms

Programming Skills

- **Languages**: Python, Java, C#, SQL, HTML, CSS, JavaScript
- **Frameworks & Libraries**: React, Next.js, Material-UI, Flask, DearPyGUI, TensorFlow/Keras, OpenCV

Modules & Interests

- **Societies**: UniCS, Robotics, Softball
- **Hobbies**: Guitar, Baseball, Reading, Weightlifting, Classic Cinema, Live Music