Shrill **Patel**

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Education

McMaster University   Sept 2019 – April 2024
Bachelor of Software Engineering (GPA: 3.95)
• **Courses:** Data Structures and Algorithms, Software Development, OOP in Java, Python Programming

Skills

Languages: C++, Python, Java, JavaScript, HTML, CSS
Technologies: MySQL, Django, Bash, Git, Docker, Kubernetes, OpenShift, TensorFlow, PyTest, Junit

Professional Experience

Research Assistant   Hamilton, ON
McMaster University – Hospital Triage Capacity Planning Project   June 2021 – September 2021
• **Analyzing** hospital triaging system and **machine learning models** for possible improvements to efficiency
• Improving the **neural networks** and **backend** processing to prepare for deployment at local hospital
• Conducting **code reviews** to locate possible improvements to their **backend**, **REST API**, and machine learning models

Teaching Assistant   Hamilton, ON
McMaster University – Java Programming Principles   May 2021 – June 2021
• Marked assignments and exams for 50 students using **Junit** which increased turnover time by **4 days**
• **Worked together** with another TA and professor to organize, deliver, and enhance the course
• **Answering** student questions about **Java programming aspects** via email within **1 hour**

Co-Founder & Full Stack Developer   Markham, ON
Owl Web Solutions   June 2020 – April 2021
• Developed web applications for **2 clients** using **Python, MySQL, Django, and NginX** to attract more clients and create a larger online presence
• **Communicated** with clients to create an optimal product suiting their business needs
• Increased a client's customer reach by **80% in a month**

Personal Projects

2048 Game   April 2021
Tools: Java, Swing GUI Framework, Junit, MVC, OOP
• Created the 2048 game using **Java**, **OOP**, and the **MVC design pattern** which was tested using **Junit**

Agriculture Protection Bot   December 2020
Tools: Python, Pandas, NumPy, SkLearn, Machine Learning
• Built a machine learning model to identify agricultural diseases based of colour and shape using machine learning models such as **linear regression**, **SVM**, and **KNN**

A* Pathfinding Algorithm Visualizer   June 2020
Tools: Python, Data Structures and Algorithms, OOP
• Created a visualizer for the A* pathfinding algorithm to find the shortest path between 2 points in Python

About Me

Basketball Player • Technology Enthusiast • Nature Hiker • Team Player • Problem Solver