Shrill **Patel**

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Education

McMaster University Sept 2019 – April 2024
Bachelor of Software Engineering (GPA: 4.0/4.0)
• **Courses:** Data Structures & Algorithms, Software Development & Design, Databases, Concurrency

Skills

Languages: Python, Bash, JavaScript (React.js & Node.js), TypeScript, Java, C++, C, HTML, CSS
Technologies: Git, SQL, PostgreSQl, Kubernetes, OpenShift, GCP, Docker, Django, Flask, TensorFlow

Professional Experience

Software & Dev-Ops Engineering Intern
Toronto, ON
TELUS – Engineering Productivity
September 2021 – August 2022

• Developed **Bash and Python** scripts to manage internal pipelines saving **100 hours** each month
• Worked with **Docker, OpenShift,** and **Kubernetes** to provide deployment support for applications written in **Java, Python,** and/or **C++** across TELUS
• Created **GitHub Actions** in **TypeScript** and **YAML** Workflows to move **CI/CD** operations off OpenShift and **Spinnaker** and provided project management automations increasing efficiency of the team by **80%**
• Developed **full-stack** reference application deployed to **GCP** using **ReactJS, Python, Flask, Cloud Deploy,** and **CloudSQL** to demonstrate CI/CD using GitHub**,** saving migrating teams **3 weeks**
• Followed **Agile** software development methodologies

Research Assistant
Hamilton, ON
McMaster University – Hospital Triage Capacity Planning Project
June 2021 – September 2021

• **Analyzed** hospital triaging **machine learning** model for improvements to its projected patient arrivals
• **Developed algorithm** to help doctors achieve the **optimal schedule** to see their patients of varying priorities using **data science** techniques which resulted in **95% reduction** in patient wait times
• Conducted **code reviews** to locate possible improvements to the **backend**, **REST API**, and machine learning models and implement them

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
• Answered student questions about **Java programming aspects** promptly and led tutorials

Personal Projects

2048 Game
April 2021
Tools: Java, Swing GUI Framework, Junit, MVC, OOP

• Created a replica of 2048 game using **Java**, **OOP**, and the **MVC** design pattern which was tested using **Junit**

Agriculture Protection Bot
January 2021
Tools: Python, Pandas, NumPy, SkLearn, Machine Learning

• Built a **ML** model to identify agricultural diseases using **linear regression**, **SVM**, and **KNN** increasing crop yields by **80%**

A* Pathfinding Algorithm Visualizer
June 2020
Tools: Python, Data Structures and Algorithms, OOP

• Created interactive visualizer for A* pathfinding algorithm to find the shortest path between 2 points in Python