

Adarsh Patel

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EDUCATION

University of California, San Diego

La Jolla, CA

Bachelor of Science in Computer Science

Sep 2022 - June 2024

- **Relevant Coursework:** Advanced Software Engineering, Computer Graphics, Full-Stack Web Development, Computer Operating Systems, Computer Security, Databases, Working with Large Codebases
- **GPA:** 3.74

SKILLS

Languages: JavaScript, HTML/CSS, Python, C++, Java, MySQL, PHP, TypeScript, x86, C#

Frameworks/Libraries: Jest, Puppeteer, Node.js, Express, React, Next.js, Tailwind CSS

Developer Tools: Git, Linux, Supabase, OpenGL, Blender, CloudFlare, Prisma

EXPERIENCE

UCSD Computer Science & Engineering

La Jolla, CA

Lead Software Engineering Tutor

Mar 2024 - June 2024

- Led a team of 6 tutors to provide technical support to 400 students through Slack and office hours.
- Reinforced students' understanding of proper web development practices by leading hands-on team projects using **Agile** methodologies.
- Developed multiple auto-graders using **Python** and **Selenium** decreasing grading turnaround times by 80%.

PROJECTS

Campus Eats | *Next.js, React, Tailwind CSS, TypeScript, Supabase*

July 2024 - Present

- Developing a platform similar to Yelp to help college students rate and discover all food options on their campus.
- Implemented dynamic routing in **Next.js** to allow tailored content for each school.
- Created search component using **React** to retrieve data from **Supabase**, enabling users to find their school by name or popular abbreviations.

Coffee Recipe Rater | *HTML, CSS, JavaScript, Node.js, Supabase, Cloudflare, Prisma*

Mar 2024 - June 2024

- Refactored **HTML** and **CSS** to use valid and semantic syntax improving responsiveness and load times.
- Utilized **Jest** and **Puppeteer** to create **E2E testing** significantly improving code quality and reliability.
- Integrated front-end and back-end systems by developing **RESTful APIs**, resulting in a reduction in page load times and improving user experience significantly.

Boids Animation | *C++, OpenGL, GLSL*

Sep 2023 - Dec 2023

- Developed an algorithm to render 2D and 3D objects using **C++** by transforming triangle meshes in **JSON** and **PLY** files from object space to screen space.
- Optimized rendering times **over 200%** using **OpenGL** and **GLSL** on custom created objects in **Blender** with millions of triangle meshes.
- Created a basic **animation**, based off the concept of boids by using two **fragment shaders** and multiple force equations in **Shadertoy**.

Origami Fortune Teller | *HTML, CSS, JavaScript*

Apr 2023 - June 2023

- Led a team of 9 developers through **SDLC** of a greenfield web application using **HTML**, **CSS** and **JavaScript**.
- Implemented a robust **CI/CD** pipeline integrating **linting**, **Code Climate**, automated E2E and unit testing with **Puppeteer** and **Jest**, and **JSDocs** for efficient development and deployment.

Analytics Dashboard | *HTML, CSS, Node.js, PHP, MySQL, Apache, Digital Ocean*

Apr 2023 - June 2023

- Created a web server using **Apache** to collect and visualize users' performance and activity data.
- Engineered a **RESTful API** using **Node.js** to store and retrieve user data efficiently from a **MySQL** database.
- Utilized **PHP** to extract data and enable authenticated users to perform **CRUD** operations on an user management table and interactive charts.