Adarsh Patel

714-322-6312 | AdarshPatel249@gmail.com | linkedin.com/in/adarshpatel249/

EDUCATION

University of California - San Diego — La Jolla, CA
Bachelor of Science in Computer Science — *Expected June 2024*

Cypress College — Cypress, CA
Associate's Degree for Transfer - Computer Science — *Aug. 2020 – May 2022*

Relevant Coursework
Advanced Data Structures, Spacecraft Guidance, Algorithm and Systems Analysis, Design Techniques for Digital Systems

EXPERIENCE

Supplemental Instruction Leader for Calculus II — Jan. 2022 – May 2022
Cypress College — *Cypress, CA*
- Planned and facilitated two sessions per week to further students' understanding of Calculus II concepts.
- Prepared handouts, problems and practice tests for students.
- Provided support to over 90 students daily through emails and the course website.

Grocery Store Associate — Feb. 2021 – May 2022
Amazon — *Fullerton, CA*
- Picked and packed over 200 units per day to meet customer demand for two-hour delivery.
- Assisted store in restocking and facing shelves and stock.
- Assisted customers of locations and inventory of products in store.

PROJECTS

Simon Says | *SystemVerilog* — February 2023
- Created the Simon game where users can play Simon Says in the DESim simulation where the simulation will light up a pattern of LEDs each sequence and a user will use switches to mock the exact pattern.
- Generated pseudo random sequences using an LSFR counter which would generate a sequence of all 2^n numbers representable in n-bits except for 0.
- Implemented a feature where the user's timer for clicking a switch decreases the longer the game goes on, making the game more difficult for the user.

In-N-Out Mobile Ordering iOS Application | *Swift* — August 2022
- Developed an iOS application using only Swift and SwiftUI to create a mobile ordering system for the restaurant chain In-N-Out.
- Integrated a cart and checkout view for customers to keep track of the cost and items in an order.
- Utilized MapKit and allowed customers to show their location to the nearest In-n-Out on the map with a section to live track their order.

Connect 6 | *HTML, CSS, JavaScript* — May 2022
- Developed a 7 x 9 Connect 4 style board using JavaScript and CSS where players need to connect 6 tiles, instead of 4.
- Integrated a twist using a custom-built remove function in JavaScript where players can take out tiles from the bottom of the board.
- Implemented a feature to highlight the connecting winning tiles using JavaScript and CSS for players to see how opponents won.

TECHNICAL SKILLS

Languages: Java, C++, JavaScript, HTML/CSS, Swift, Bash, SystemVerilog, MATLAB
Frameworks/Tools: Linux, Visual Studio Code, Git, XCode, DESim, Quartus

CERTIFICATIONS

International Peer Educator Training Program Certification: Issued May 2022 from Cypress College