

ALEXANDER D. PATEL

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Education

University of Minnesota Twin Cities

May 2021

College of Science and Engineering: Computer Science

GPA: 3.88/4.00

Relevant Course Work:

- CSCI 1133: Introduction to Programming Concepts – Fall 2017
- CSCI 2011: Discrete Structures – Fall 2017
- CSCI 1933: Introduction to Algorithms and Data Structures – Spring 2018
- CSCI 2033: Computational Linear Algebra – Spring 2018

Plainfield North High School

May 2017

Cumulative GPA: 5.67/5.00

Class Rank: 19/499

Personal Projects

Arcade Inspired Games | JavaScript

- Recreation of the popular mobile game 2048
- Asteroid Flight Game
- Pong (Player vs Computer)

Sudoku | Python

- 9 by 9 Puzzle generator

Chrome Extension | JavaScript / HTML

- Extension to log all images on the page

Personal Website | HTML

- Website to display some personal projects

Project Euler Questions | Java

- 60 Computer Science and Math questions solved

Texas Hold'em | Java

- 1 v 1 showdown against basic computer in the console

Traveling Salesmen | JavaScript

- A genetic algorithm used to find the shortest path between n points

Awards

- University of Minnesota CSE Dean's List (Fall 2017)
- AP Scholar with Distinction (2016-2017)

Technical Skills

- Proficient in JavaScript / p5, Java, Python, Microsoft Office
- Developing Skills in HTML / CSS, C#, C++

Involvement and Honors

DECA | President

Oct 2015 – May 2017

- Integrated technology into DECA business organization by developing a website for members
- Increased membership by 150% after a decline

ACM | Member

Aug 2017 – Present

- Competed in annual MINNEHack

THEC | Member

Aug 2017 – Present

- Taylor House Education Center, CSE LLC

DECA (Business Organization)

- 2-time international level competitor (2016, 2017), 3-time state-level competitor (2015, 2016, 2017)
- Developed business model and prototype with a team for a new product

ICTM Math Competition

- 2-time state-level competitor, individual and team events (2016, 2017)