

# Deepkumar Patel

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## Technical Skills

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- **Language:** Java, JavaScript, Python, HTML, CSS, ,SQL, C, C++, C#, Kotlin, Flutter, Shell, Sh, Bash
- **IDE:** Eclipse, Sublime Text, VS code, IntelliJ, Android Studio, Jupiter Notebook
- **Tools:** GIT, GitLab, Jira, MATLAB, SIMULUS, Maple, Dart
- **Database:** SQL Server, MongoDB, Oracle Database, PostgreSQL
- **Other:** Agile software development, SDLC lifecycle, Communication skills, Teamwork, competitive coding, Microsoft Office, problem-solving, critical thinking, object oriented design, Linux OS, Digital Ocean
- **Areas of Interest:** Machine Learning, Artificial Intelligence, IoT, Software Development, Deep Learning.

## Education

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### Bachelor's of Science

Jan 19' - April 23'

(Joint Major in Computer Science and Mathematics)

University of Northern British Columbia, Prince George, British Columbia

## Work Experience

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### Technology Supervisor

Aug 21' – May 23'

Staples Canada.

- Troubleshoot and resolve technical issues for customers, utilizing your knowledge of computers, printers, networking, and other technology-related areas.
- Supervise and motivate a team of technology associates, providing guidance, coaching, and training to ensure their success.
- Assist with product repairs, installations, and upgrades when necessary.

### Teaching Assistant

Sept 22' – April 23'

University of Northern British Columbia.

- Assisted faculty by performing teaching or teaching-related duties such as developing teaching materials, preparing and delivering midterms/ examinations, and grading midterms/examinations or papers.
- Help students develop study skills, organizational techniques, and effective learning habits.

## Projects

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### [Academic Connect \(Team Leader\)](#) | Java, JavaScript, HTML, CSS, Python

- Academic Connect is a **social media platform** designed for **students, professors, scholars, and researchers** to expand their professional network and develop communities in the academic environment
- The software utilizes the microservices architecture with the core components including the **frontend, backend, and the database**. The team utilized a **hybrid of plan-driven and incremental-delivery**, and it is managed with **Agile methodology** to accommodate the changing user and customer requirements

### [Pong Game](#) | Dart, Flutter, Kotlin, Java

- A simple **cross native(android/iOS)** game, based on animations and on detecting a user's gestures, completely developed in the **Flutter** framework with **Dart** as the main programming language.
- The moving parts involved in the animation are the **Animation** class, which takes in some values and translates them into animations.
- **GestureDetector** is used to listen to several gestures the user performs over the user interface.