Dhrumil Patel

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SKILLS

Languages: Python, C, C++, JavaScript, SQL, PowerShell, Verilog HDL, HTML/CSS
Tools: PostgreSQL, Streamlit, Git, Linux, React, Node.js, Valgrind

EDUCATION

University of Toronto, B.A.S, Computer Engineering   Sep 2020 – May 2025
GPA: 3.85 / 4.0

EXPERIENCE

FGF Brands– *IT Security Co-op*   May 2022 – Aug 2022
- Conducted initial investigation of escalated network and security events
- Reviewed security policies and facilitated onboarding security training
- Created remote door opener application using **JavaScript** and **CSS/HTML**
- Developed **PowerShell script** to automate ping-testing for all physical security devices
- Connected and monitored various hardware devices via access control software

Mitacs Globalink– *Mentor*   Jan 2022 – Present
- Mentoring 12 undergrad students from 5 countries doing research internships at UofT
- Organized multiple social events for students to network and explore Toronto
- Connecting interns to appropriate resources for a successful research term and providing weekly support

Toronto Zoo– *Guest Relations Group Leader*   Mar 2019 – Oct 2021
- **Supervised**, **Trained** and **Evaluated** Cashiers based on Zoo policies
- Handled guests' inquiries via phone, email, in-person and coordinated with manager to resolve issues
- Re-counted cashiers' till, checked cashiers' paperwork and communicated major errors to manager
- Updated and accessed customer information using a **Microsoft CRM**

City of Markham– *Programming Teaching Assistant*   Sept 2019 – Aug 2021
- Taught algorithms, data structures, and best coding practices in python to high school students
- Collaborated with teaching team to create new projects and improve delivery

PROJECTS (see more here dhrumil0902.github.io/portfolio/#projects)

Stock Info App
- Access real-time data and discussions related to thousands of tickers (developed using **Streamlit Python**)
- Utilized **Yahoo Finance, Twitter, and Reddit APIs** to extract tweets, threads and other information related to a ticker

Mapping System
- Built a Geographic Information System (GIS) for various cities using **C++**, EZGL graphics library and Open Street Map API
- Solved travelling salesman problem and implemented A* algorithm to find shortest route between two points **under 150 ms**

Whac-A-Alien Game
- Built from scratch in **C**, using **double pixel buffering**, **hardware interrupts**, and **graphics animations**
- Computer version of "whac-a-mole" carnival game, involving hitting aliens with a hammer using keyboard keys