

Aditi S. Patade

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Work Experience:

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- **Application Developer | Inquizity Metonia OPC Pvt Ltd** *(May 2018- Oct 2019)*
 - Assisted in digital transformation projects
 - Gathered user requirements in collaboration with product managers and clients, and designed UI/UX for four projects.
 - Designed the front end of three PWA (Progressive Web Apps) using Ionic 2/4 Framework and Angular.
 - Designed and managed the database storage system for three applications in Microsoft SQL server using Standardized Query Language (SQL).
 - **Intern | Getinge Maquet Group (Internship)** *(December 2017- April 2018)*
 - Acquired knowledge about critical care machines (ventilators, IABP, pacemaker) and OT machines (OT tables, OT lights, OT pendants, HLM- HCU).
 - Attended various breakdown calls in the hospitals.
 - Installed ventilators and performed the preventive maintenance procedure on machines.

Education:

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- **Master of Engineering in Electrical and Computer Engineering** *(Jan 2020-Present)*
University Of Waterloo, Ontario.
Specialization: Software Engineering
 - **B. Tech Biomedical Engineering** *(2014- 2018)*
D. Y. Patil School of Biotechnology and Bioinformatics, CBD Belapur, Navi Mumbai, Maharashtra, India
Percentage: 80%

Technical Skills:

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- Programming Languages: Python 3, Typescript, Java script, SQL, HTML 5, CSS 3, C, C++, Java and XML (in Android Studio).
 - Framework: Ionic V2 and V4, Angular 2 and 7, Bootstrap.
 - Microcontroller: Arduino, Arduino Ethernet Shield, Node MCU, ARM FRDM- KLZ25.

- Software: Adobe XD, G Suite, Matlab (Basic), Fusion 360 (CAD), Android Studio, MS Office
- Operating System: Windows

Training and Certifications:

- **Student Leadership Program- UWaterloo** *(January 2020- March 2020)*
Explored and enhanced my leadership capabilities and gained knowledge and developed skills in leadership on campus and within the community. Completed 11 workshops.
- **Introduction to Modern App Development by NPTEL (National Program on Technology Enhanced Learning) and Hasura** *(February 2018- March 2018)*
This course covered the basics of building a web application, databases, performance and security, and building a mobile application.
Score: 70%

Projects:

- **Game: MiddleMan (Self- Initiated)** *(May 2020 – Present)*
A game inspired by flanker test, made in python 3 using tkinter library. Flanker test- In cognitive psychology, the Eriksen flanker task is a set of response inhibition tests used to assess the ability to suppress responses that are inappropriate in a context.
- **Smart Voyage** *(January 2020- March 2020)*
Problem Statement: A user wants to travel ‘n’ cities in the order that costs the user least flight ticket. User should be able to decide the number of days to spend in each city.
Abstract: The user inputs the cities that they have to travel and the number of days they decide to spend in each city. The application calculates the route that offers them the minimum cost of flight tickets between those cities in the interval of time mentioned by the user.
Technology: Web application was built on angular 7. Backend for user management was built on Nodejs. Algorithm to search for optimum route was integrated in using Python
- **SMART Hospital using IoT.** *(July 2017- April 2018)*
Designed a smart system using various microcontroller frameworks and sensors to simplify the operation in hospital. Data coming from sensors was transmitted to an app via Ethernet shield and Wi-Fi modules.

Languages:

- English, Hindi, Marathi

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