(647) 746 1601
jaimin.patel1601@gmail.com

JAIMIN PATEL

linkedin.com/in/jaimin-patel
github.com/jaiminpatel1601

Education

University of Toronto **Sept 2020 – May 2025 (expected)**

Honours Bachelor of Science (H.B.Sc.) – Computer Science Specialist, Math Minor

- **Relevant Courses:** Software Design, Databases, Data Structures and Analysis, Introduction to Information Security, Algorithms Design and Analysis, Software Tools and Systems Programming, Principles of Computer Networks

Experience

Ultimate Coders – *Programming Instructor* **June 2021 – Present**

- More than 800 hours of teaching Scratch, Python, and Web Development to students ranging from grades 1-10
- Over 10 students completed the Scratch syllabus, 8 students completed the Python syllabus, and 1 student completed the Web Development (HTML,CSS, and JavaScript) syllabus with me.

BrandEQ Group – *Digital Marketing Intern* **July 2019 – Aug 2019**

- Designed and presented a responsive web application form with a team of 3 using HTML, CSS, and JavaScript
- Used software such as Canva, Pixlr, and Buffer to create social media content for the client(s)

Skills

- Excellent problem-solving, critical thinking, and analytical skills
- Ability to work individually and in a team, as well as able to lead a team in a group project
- Outstanding collaboration and communication skills
- Self-starter with the ability to learn new skills and adapt to different environments

Programming Languages: **Python, Java, C,** JavaFX, HTML, CSS, JavaScript, **C++ (Arduino Uno),** PostgreSQL, R

Other Developer Tools:

- Git(GitHub), Visual Studio IDE, Eclipse IDE, PyCharm IDE, VMware, Arduino, JUnit
- **Operating Systems:** Kali Linux, Ubuntu Linux, Windows 11/10/8/7

Projects

Three Musketeers | *Java, JavaFX, UML, Git, Eclipse* **Sept 2021 – Dec 2021**

- Developed the Three Musketeers game with customizable graphics, background music, and PvP, and PvE modes for enhanced UI/UX using Java and JavaFX
- Utilized UML diagrams to implement 6 design patterns and applied SOLID design principles, ensuring a modular and maintainable codebase
- Collaborated with a team of 4 in an agile environment, conducting weekly meetings to assign tasks and track the progress effectively
- Performed bug fixes and tested features regularly in order to achieve 100% of the target goals

Image Processing Software | *Python, PyCharm* **Mar 2021 – Apr 2021**

- Implemented a quadtree data structure to compress and decompress bitmap images without reducing the size or quality of the image

MyShell | *C, Git* **Jan 2022 – Apr 2022**

- Programmed a personalized shell which uses a command-line interface(CLI) to replicate the Linux shell
- Used C, a memory-optimized language, to optimally manage input-output from the CLI, and managed memory allocation and deallocation using malloc and free methods

Intersection Simulation | *Arduino Uno, C++,* **Apr 2019 – May 2019**

- Built a working simulation of intersection traffic lights followed by a railway crossing using Arduino Uno
- The project consisted of LED traffic lights, stepper motors for the railway crossing, and aesthetics