Jainil Patel

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Education

University of Guelph — Guelph, ON
Bachelor of Computing, Computer Science, Honours — *2019 - 2024 (Expected)*

- Dean's Honours List: Dec 2019, Apr 2020, Dec 2020

Technical Skills

Languages: Java, Python, C, JavaScript, HTML/CSS, R
Technologies: React, Node.js, JUnit, PostgreSQL, Pandas, NumPy, Matplotlib
Tools: Git, Docker, AWS, Google Cloud Platform, VS Code, PyCharm, Eclipse

Experience

Reena Enterprises Ltd. — Mississauga, ON
Customer Service Representative — *Dec 2018 – Aug 2019*

- Managed incoming and outgoing customer emails and phone calls
- Completed daily documentation regarding order status and customer requests
- Attended meetings with Supervisor and team members to discuss current matters and future solutions

Extracurriculars

David Suzuki Computer Science Society — Brampton, ON
Executive Member and Instructor — *Sept 2018 - June 2019*

- Taught 25 club members about HTML/CSS and JavaScript using presentations and interactive demos
- Created and assigned projects to help students understand the basics of web development
- Organized an in-school coding competition encouraging students to test their knowledge in a timed ennvironment

David Suzuki Robotics — Brampton, ON
Team Lead and Programmer — *Sept 2017 - June 2019*

- Led a group of 30 students to successfully build 2 championship-winning robots
- Taught team members how to program control systems using Python which allowed for adjustments to be made by anyone, reducing the project completion time by 20%
- Created video tutorials with other team leads covering the fundamental design and technical concepts to ensure team member have a thorough understanding

Projects

Rogue | *Java, Swing, Gradle, JSON, Git* — Sept 2020 – Present

- Developed a dungeons game using Java and Object Oriented Programming style
- Used JSON parsing to retrieve game information and track game details
- Implemented object serialization to load and save game progress
- Completed the Graphical User Interface using Java Swing and Google Lanterna UI

Sudoku Solver | *Python, Git* — Jul 2020 – Aug 2020

- Created a Sudoku game in Python which can be played manually or automatically solved
- Implemented a back-tracking algorithm to solve an unfinished Sudoku game
- Updated the game with a Graphical User Interface using Python libraries
- Collaborated with another developer to integrate the game in a collection of games in a mobile app

Sorting Visualizer | *JavaScript, CSS, React, Git* — Apr 2020 – May 2020

- Developed and published a website for visualizing sorting algorithms
- Utilized the React library to create the front-end of the application
- Learned and implemented Merge Sort, Quick Sort, Insertion Sort, and Bubble Sort