

# Jainil Patel

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## EDUCATION

### University of Guelph

*Bachelor of Computing, Computer Science, Honours*

- Dean's Honours List

Guelph, ON

2019 - 2024 (Expected)

## TECHNICAL SKILLS

**Languages:** Java, Python, C, C#, JavaScript, HTML/CSS, R

**Technologies:** React, Node.js, .NET Core, JUnit, PostgreSQL, Pandas, NumPy

**Tools:** Git, Azure DevOps, Google Cloud Platform, Visual Studio, Eclipse, PyCharm

## EXPERIENCE

### University of Guelph - CCS

*DevOps Engineer Intern*

Guelph, ON

May 2021 - Present

- Led development of the "MAD - Moneris" application alongside stakeholders, reducing client's work completion time by over 50%
- Worked closely with team members to develop the "RRV" application using .NET Core, JavaScript, and SQL for over 250 employees
- Collaborated with an external team to resolve accessibility issues for several web applications, increasing site accessibility by 25%
- Monitored and resolved service requests, by providing support to clients and colleagues using Azure DevOps ticketing system

### Stark Enterprises Ltd.

*Software Developer/Tutor*

Toronto, ON

Apr 2020 - Aug 2021

- Educated 50+ international members about HTML/CSS and JavaScript using presentations and interactive demos
- Organized a coding competition encouraging members to test their knowledge in a timed environment
- Developed the company website using JavaScript and React increasing popularity and admission rate by 45%

## EXTRACURRICULARS

### David Suzuki Robotics

*Team Lead and Programmer*

Brampton, ON

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 members have a thorough understanding

## PROJECTS

### GPX Data Viewer | C, JavaScript, Node.js, Bootstrap, MySQL, Git

Jan 2021 - Apr 2021

- Developed and published a web user interface to find and calculate waypoints, routes, and tracks
- Created a C library to parse GPX files, build data models, and communicate with the Node.js-based server
- Designed the client-side UI with Bootstrap, supported by server-side code using JavaScript to call functions from C parser library
- Connected the server to a MySQL relational database used to store and share GPX file information

### Rogue | Java, Swing, Gradle, JSON, Git

Oct 2020 - Dec 2020

- Developed an ASCII dungeons game using Java and OOP concepts, where players can move through various rooms collecting items
- Used JSON parsing to retrieve game information and save game details using object serialization
- Completed the GUI using Java Swing and Google Lanterna UI to show current room and player inventory

### Sudoku Solver | Python, Git

Jul 2020 - Aug 2020

- Created a Sudoku game in Python which can be played manually or solved automatically
- Implemented a back-tracking algorithm to solve an unfinished Sudoku game
- Updated the game with a Graphical User Interface using pygame library