

JAINY PATEL



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OBJECTIVE

Seeking bright opportunity which will allow me to grow professionally, while using my experience and skills to help promote any corporation and achieve team goals.

EDUCATION

University of Maryland, College Park

- Bachelor of Science Computer Science
Fall 2020
- Minor in General Business
Fall 2020

Anne Arundel Community College

- Computer Science Transfer
Fall 2017

SOFTWARE

- Java
- C
- Ruby
- Rust
- Ocaml
- Microsoft Office
- Adobe Creative Cloud

SKILLS

- Hindi (Fluent)
- Gujarati (Fluent)
- Spanish (Beginner)

REFERENCES

Upon request

EXPERIENCE

Daly Computers Enterprise IT Solutions Provider

(Clarksburg, MD)

JUNIOR TEAM LEAD (May 2017 – August 2017):

- Directed a small team to accurately setup hardware and software for the Anne Arundel County Public Schools
- Supervised installation of atleast 6,000 new computers every year
- Imaging many new desktops and laptops
- Setting up new administrative systems
- Working with school technicians to ensure all computers are on the domain and are accurate
- Solving Team Member's Conflicts
- Ensure the client is satisfied with our work

TECHNICAL INSTALLER (May 2018 – August 2017):

- Installed new desktops and laptops for the Anne Arundel County Public Schools
- Properly setup local and network printers

Department of Computer Science at UMD

(College Park, MD)

PEER ADVISOR (June 2019 – Present):

- Assisting students with advising questions
- Serving as a resource for course registration
- Accurately describe the Computer Science program to public
- Working with professional advisors during workshops and orientation

Coder Kids

(McLean, VA)

TUTOR (June 2018 – August 2018):

- Served as a tutor to help kids, in grades K-12, with coding projects
- Directed a group of girls to build apps that support social awareness

PROJECTS

Breakout

- Implemented a version of the game Atari Breakout using Processing.
- Game could log scores, display high score and reset.

Train Station Manager

- Created utility to manage different trains in a station using Java.
- Used different objects to refer to trains.
- Used maps and sets to represent each station.
- Manipulated the data as needed by user.

Polymorphic Binary Search Tree

- Implemented a binary search tree in polymorphic form in Java.
- Used empty and non-empty class instances to describe nodes.
- Created functionality to traverse and navigate tree.
- Implemented a map class using this tree.