

# JAINY PATEL



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## EDUCATION

### University of Maryland, College Park

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

### Anne Arundel Community College

- Computer Science Transfer  
Dec 2017

## SOFTWARE/LANGUAGES

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

## SKILLS

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

## EXTRA CURRICULAR

- **Transfer to Terps Organization:**  
Community Service Organizer
- **Badminton Club:** Team Member
- **Bitcamp:** Participant (Worked on Todo List Webpage project)
- **Technica, an all women hackathon:**  
Volunteer

## EXPERIENCE

### 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

### 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

TECHNICAL INSTALLER (May 2018 – August 2017):

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

### 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

### Todo List Webpage (Personal)

- Accomplished skills in Ruby on Rails
- Acquired better understanding of servers and making web applications.
- Used AWS EC2 instance to deploy

### Stark Suit Repair (School)

- Implemented function calls that mimicked the iron man suit
- Wrote it to be thread safe and memory safe.
- Converted original code from C++ to Rust.

### Breakout (School)

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

### Train Station Manager (School)

- 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.