JENISH PATEL

3A Computer Science Undergraduate - Open to 4 or 8 months

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TECHNICAL SKILLS

Languages: Python, C, **C++**, JavaScript, Racket, HTML, CSS, Visual Basic
Tools/Frameworks: Git, React, Flask, Bootstrap, JQuery, Node.js, MongoDB, postgresSQL, JIRA, Jenkins

WORK EXPERIENCE

Software Developer Intern – Equitable Life of Canada   Jan 2021 – Apr 2021
Waterloo, ON
- Engineered a data pipeline to streamline daily fund rates from various fund managers with **Python**, **VBA**, **PostgreSQL**, and reduce manual time spent by 30 minutes daily
- Designed and developed a User Interface with **Flask**, **JQuery**, and **Bootstrap** to validate daily fund rates and eliminate errors that required more than 100 manual hours to resolve
- Streamlined all Bloomberg trade tickets to different Bloomberg terminals to be traded with Python

Full-Stack Developer | Volunteer – isgood.ai   April 2021 – June 2021
Remote
- Enhanced User Interface with **React** by developing new features displaying projects and organizations
- Created API endpoints for front-end usage by leveraging the **PERN** stack

Automation Developer Intern – Ford Motor Company   May 2020 – Aug 2020
Oakville, ON
- Performed object oriented software design in an Agile environment by enhancing **Python** scripts that extracted data from **XML** files to send nightly test report emails from Jenkins with the use of **HTML** and **CSS**.
- Improved, managed and maintained test systems through **Jenkins** server and resolved test failure **JIRAs**
- Perform daily automated software testing through existing test scripts and in-house frameworks

Web Developer   March 2019 –June 2019
Hamilton, ON
- Developed a user-friendly, responsive, and interactive private cottage website utilizing **HTML**, **CSS**, **JavaScript**, and **Bootstrap** to visualize the comfort of the cottage that attracted 25% brand new renters

PROJECTS

League Of Legends Stats Tracker ⓞ   June 2021
MySQL, Node.js, React, JavaScript
- Tracked win-rates, play-rates and base stats for champions in the game League of Legends using **React**
- Created back-end API using **Node.js**, and **MySQL** to acquire data on players and their feature

Reddit Posts Collector ⓞ   January 2020
Python, Flask, React, JavaScript
- Collected trending reddit posts from various sub-reddits with the use of **Reddit API**, **Python** & **Flask**
- Designed an intuitive User Interface leveraging **JavaScript**, and **React** to display sub-reddits data

WLP4 Compiler ⓞ   Aug 2020
C++, MIPS
- Implemented parsing, scanning, context-sensitive analysis, and code generation of WLP4 (subset of **C++**)

RoboRun - Endless Runner Game ⓞ   Sept 2019
C#, Unity
- A **Unity** based 2D mobile game developed using **C#** that was released onto the Google Play Store

EDUCATION

University of Waterloo   Sept 2019 – Present
Bachelor of Computer Science • *Business Administration Specialization*
- Algorithms, Data Structures, User Interfaces, Database Management, OOP, Operating Systems