Jessica Patel

Computer Science and Educational Studies Student

CONTACT INFORMATION

Email: **jessi29patel@gmail.com**
LinkedIn: **jessica-patel-**

SKILLS

PROGRAMMING
Advanced:
• Java • Python
Intermediate:
• HTML • Assembly • Racket • Haskell
• CSS
textbullet JavaScript
Familiar:
• LaTeX • C • R • Bash

SOFTWARE
Operating Systems
Linux, macOS, Microsoft Windows
Version Control
Git
Miscellaneous
Word, Excel, PowerPoint, Visual Basic

LANGUAGES
Spoken:
Gujarati
English
Writing:
English
Reading:
English

COURSEWORK

• Machine Learning
• Software Design
• Recursion
• Dynamic Programming
• Algorithms and Data Structures
• Computer Graphics
• Object Oriented Programming
• Encapsulation and Information Hiding
• Design Patterns
• Functional Programming
• Type Systems

SOFT SKILLS

• Conflict Management
• Time Management
• Hardworking
• Teamwork
• Ability to learn from others

EDUCATION

UNIVERSITY OF TORONTO
B.Sc. in Computer Science
2018 - Present
Computer Science (Major), Educational Studies (Minor), Mathematics (Minor)

WORK EXPERIENCE

CODE NINJAS PORT CREDIT | Sensei
June 2020 - Present

- Teach students programming and important programming concepts using scratch, Minecraft and javascript.
- Create a safe and fun environment in person and online to help students stay engaged in their learning.
- Organize and conduct STEM activities.

PROJECTS

FLAPPY BIRD | Assembly

- Created a version of flappy bird using assembly.
- Implemented an additional flying obstacle.
- Colour changing backgrounds to represent day changes.
- Added three levels. Each level had a more narrow pipe.

RUNNING-MAN | Java

- A parody of Google's dinosaur game.
- Included additional obstacles, selection of characters, additional backgrounds and a power-up.
- Included windows like, title screen, score window and help.
- Used a UML chart to plan out classes and objects in the game.

MUFFIN-MAN | Java

- A maze game where a muffin collects icing to become a cupcake.
- Included scenes like, title scene for game, high scores window, and help box.
- Used a UML chart to plan out classes and objects in the game.

DATING SIMULATOR | Java

- A short Dating Simulator game. Can play as two characters who go on dates with crazy people.
- Game made in a "choose your own adventure" style.