# Jessica Patel

## Computer Science and Educational Studies Student

## CONTACT INFORMATION

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## 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

• Worked in a group to create 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

• Worked with a partner to create 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

• Worked with a partner to create a short Dating Simulator game. Can play as two characters who go on dates with crazy people with crazier personalities.
• Game made in a "choose your own adventure" style.