

Jessica Patel

Computer Science and Educational Studies Student

CONTACT INFORMATION

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SKILLS

PROGRAMMING

Advanced:

• Java • Python

Intermediate:

• HTML • Assembly • Racket • Haskell

Familiar:

• CSS • \LaTeX • Bootstrap • 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

PROJECTS

- Flappy Bird (Assembly)
- Othello (Java)
- Pac-Man (Java)
- Dating Simulator (Java)
- Running-Man (Java)

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 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.

VOLUNTEERING EXPERIENCE

SAFE CITY MISSISSAUGA | ASPIRE TUTOR

Feb 2020 - June 2020

- Independently planned and coordinated lesson plans for students in grade 1-6.
- Ensured students received the proper guidance needed in order to obtain their academic goals.
- Received training on creating better lesson plans that follow the Ontario Curriculum while also catering to the student's individual needs.

SUNDAY EDUCATION SCHOOL | VOLUNTEER

Oct 2016 - June 2020

- Provide assistance in teaching children from grades 1-9 so they can better understand concepts from school, allowing them to excel in assessments.
- Independently supervise and instruct classes on math, English and science.
- Provide feedback on assessments to help enhance their academic skills.
- Enhance my skills as an instructor in order to create an engaging and motivating classroom.

EXTRA-CURRICULARS

COMPUTER CLUB | MARKETING EXECUTIVE

Sept 2018 - June 2018

- Organized and ran events to help students improve and develop their programming skills.
- Lead fundraisers to help raise funds for the club.
- Promote the club on social media platforms to help bring in more students into the club.
- Design and develop programs using Java.

ENGLISH SCHOLARS | ENGLISH SCHOLAR

Sept 2018 - June 2018

- Provide feedback and assistance to other students on their English assessments.
- Assessments including essays, analyses and helping students prepare for the OSSLT.