

Jishnu Patel

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EDUCATION

Rutgers University - School of Arts & Sciences

New Brunswick, NJ

B.S. in Computer Science, Minor in Business Administration

May 2021

- **GPA: 3.80/4.00**
- Activities: Undergraduate Student Alliance of Computer Scientists (USACS)

COURSEWORK

200 Level: Discrete Structures I & II, Computer Architecture, Systems Programming, Software Methodology
300 Level: Computer Algorithms, Programming Languages, Internet Technology, Databases
400 Level: Operating Systems, Computer Security, Artificial Intelligence, Data Science

SKILLS

Programming: Java, C, Python
Web Design: HTML, CSS
Databases: SQL
Other: Git

PROJECTS

Chess (Java - Android)

School Project

- A player versus player game of chess with the following additional functionality: ai, undo, draw, resign, record games, and view recorded games turn-by-turn
- Uses an abstract class Piece and subclasses for each specific type of piece to polymorphically bind different move() functions

Hexadoku Solver (C)

School Project

- A program that reads an incomplete 16x16 sudoku grid from a .txt file and prints the complete grid if the input is valid or "no solution" otherwise
- Uses a backtracking algorithm to fill squares if none can be filled with 100% certainty to guess the solution

Spotify Playlist Helper (Java)

Personal Project

- A program that scans for songs that appear in library but not in playlists, in playlists but not in library, in multiple playlists, and in a playlist multiple times
- Uses a hash set to store the main library and a hash table to store each occurrence of a song in the playlists and then outputs the resulting song links to a .txt file after completing a scan

Rotating Ultimate Tic-Tac-Toe (JavaScript)

Personal Project

- A player versus player game of ultimate tic-tac-toe that requires players to rotate the square they are in during each turn
- Uses jQuery to transform 81 squares into buttons that rotate and activate/deactivate according to which square is clicked and whether the player clicks "right" or "left"

Chat (C)

Personal Project

- A server and client program that allows 2 people to chat with each other from separate computers on the same network
- Uses 2 threads for send and receive functionality in the server and an additional 2 threads for the client to allow simultaneous communication

EXTRACURRICULARS

JPMorgan Chase & Co.

Online

Software Engineering Virtual Program

2020 – [5 hours]

Participated in the open access JPMorgan Chase & Co. Virtual Experience Program with InsideSherpa

- completed practical task modules in:
establishing financial data feeds, frontend web development, data visualization with Perspective

Goldman Sachs

Online

Engineering Virtual Program

2020 – [2 hours]

Participated in the open access Goldman Sachs Engineering Virtual Experience Program with InsideSherpa

- completed practical task modules in:
cracking leaked password database