

KARAN PATEL

📞 647.712.2334

🌐 karanpatelcv.com

✉️ ptlkaran97@gmail.com

PROFILE

As a senior computer science student, my short-term goal is to seek opportunities that enhance the ability of applying my academic skills and content to real-world experiences. Over time, I want to contribute to the technological innovations by learning novel techniques to implement efficient code and ensure stable design architecture.

PROJECTS

The RGB Guessing Game

April 2019

- Web app designed using HTML, CSS, Java Script, JQuery
 - Java Script: randomized colours and event handling
 - JQuery: styling and animations
- User must select the appropriate square corresponding to the RGB value presented at the top

Tic Tac Toe Game

March 2019

- Web app developed using HTML, Java Script, and CSS
 - Java Script: winning logic
- 3x3 grid, 2 player game where players can choose to mark or overwrite(replace an 'O' or 'X') any box in the grid

Automated Course Enrollment

July 2018

- Python script that utilizes the Selenium2 Web Driver
 - This program automates the enrollment into a course using the Youku Portal
 - Used Selenium API to manipulate the desired fields and options
 - Screenshots are taken after every new window to ensure enrollment or display error such as "Section Full" or "Seats Reserved"

Android Single Panel Bank App

January 2018

- Android Studio Application that uses Java
 - The program comes with 3 operations: Deposit, Withdraw, & Transfer
 - App keeps track of and correctly displays a balance corresponding to the transactions that have taken place so far
-

EDUCATION

Computer Science
York University | 2015-2020

RELATED COURSES

Algorithms & Data Structures
Database Systems
Mobile Applications
Software Design

SOFT SKILLS

Communication
Adaptive
Patience
Team Player

SKILLS

LANGUAGES:

HTML, CSS, JS, Python, C,
Java, Bash, RISC-V,
Verilog(IEEE 1364)

TOOLS:

Github, PostgreSQL, JDBC,
npm, Intelli J, Py Charm,
Webstorm, Android Studio,
Arduino, Raspberry Pi, IFTTT
Digital Design - Adobe PS