# Kevin Patel

224-795-0525 | kevinpatel0927@gmail.com | [linkedin](#) | github.com/kevinp927

## EDUCATION

**University of Illinois at Champaign**  Champaign, IL
*Bachelor of Science in Computer Science and Economics*  *Expected May 2026*

## EXPERIENCE

**App Developer**  January 2024 – Present
*Fantasy Trading Room*  *Remote, Champaign, IL*

- Worked on developing a mobile application for fftradingroom.com, a sports news and analysis site, using React Native to create a mobile application compatible with iOS
- Implemented real-time sports news updates, comprehensive fantasy draft guides, and user insights to enhance user engagement and experience
- Designed and developed a mock draft simulator feature, allowing users to practice drafting in a realistic fantasy sports environment by integrating real-time data feeds for accurate and up-to-date information
- Created an intuitive and engaging user interface following modern UI/UX principles. Conducted user testing to gather feedback and iteratively improved the app, enhancing user experience and satisfaction

**Course Assistant**  January 2024 – May 2024
*University of Illinois Urbana-Champaign*  *Remote, Champaign, IL*

- Assisted students with homework and projects, providing clear explanations of Java programming concepts to enhance their understanding and application of the material
- Provided constructive feedback on coding assignments, guiding students in debugging and optimizing their code to improve their programming skills
- Facilitated study sessions and group discussions, fostering a collaborative learning environment and encouraging students to engage deeply with course content

## PROJECTS

**National Football League Match Predictor** | *Python, Pandas, Sci-kit Learn*  October 2024

- Scripted data preprocessing and feature engineering on historical NFL match data using pandas to prepare datasets for modeling
- Developed and trained a RandomForestClassifier with sci-kit learn to predict match outcomes, optimizing model parameters for improved accuracy
- Evaluated model performance using accuracy and precision metrics, achieving reliable predictions of game winners

**File-Compressor** | *C++*  July 2024

- Developed a C++ hashmap data structure with efficient collision handling and memory management, enhancing data storage and retrieval performance
- Implemented custom hashing and bitstream functions to support flexible data processing and ensure robust functionality
- Conducted extensive testing with sample data to validate performance, collision resolution, and memory optimization under various load conditions

**Three Card Poker Game** | *Java, JavaFX*  December 2023

- Implemented core game functionality using OOP principles, including hand evaluation, betting mechanics, and game flow control to ensure fair and accurate gameplay
- Designed a visually appealing and responsive user interface with JavaFX for a seamless experience across devices
- Integrated backend logic with the frontend to enable smooth interactions, conducting thorough testing for reliability and responsiveness

## TECHNICAL SKILLS

**Languages**: Java, Python, C++, JavaScript, HTML/CSS, R
**Frameworks**: Flask, React Native, Sci-kit Learn, NodeJS, React
**Developer Tools**: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Webstorm
**Libraries**: pandas, NumPy, Matplotlib, RandomForestClassifier