KARAN PATEL

4A Computer Science | HCI specialization

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WORK EXPERIENCE

Software Developer| GroupBy Inc. (Sept-Dec 2018)
- Increased the team's output up to **20%** by creating and debugging reusable web components using *TypeScript*, *React*, and *Redux.*
- Wrote automated *Unit* and *Integration* tests using *Jest*, *Mocha*, and *Chai*, as well as performed *Code Reviews* to understand code patterns.
- Proactively participated in *design refinement* meetings with the *Product Designer* to understand and guide design decisions.

Software Developer | Cambridge Global Payments (Jan-Apr 2018)
- Developed features and fixed bugs for the main web app using *JavaScript*, *React*, and *Redux*, as a part of the *Agile Scrum* team.
- Fixed conflicting parallel routes on a software shipped to 13,000 users worldwide, by implementing an *efficient stack algorithm*.
- Created white-box *Unit Tests* and increased QA team's productivity to **150%** by doing *Regression and Performance testing*.

Product Support Intern | Cambridge Global Payments (May-Aug 2017)
- Developed scripts using *VBA on Excel* for database management as well as came up with a random draw script on a short notice of 3 hours.
- Performed explicit *Exploratory QA Testing* on an array of devices and OSes.
- *Researched* and compared various APIs, Blockchain, and MFA technologies as well as various JavaScript third party applications.

PROJECTS

Fridge (WIP) | Java, Android Studio, Gradle, Git, (more as required)
- Working in a group to develop an Android app to reduce food wastage.
- The app will smartly suggest recipes to cook every day, will notify the user about expiring food, and will maintain an intelligent shopping list and expiration history.

Color Chat Room | JavaScript, NodeJS, WebSocket, HTML, CSS, JSON
- Developed a live client-server web chat application to learn how NodeJS and WebSockets work.
- The server assigns a unique color to every new user and sends them the chat history.

JavaSketch | Java, Swing, AWT, Gradle, Git
- A Java application similar to Microsoft paint to draw shapes with changeable features.
- Used graphic transformation and bottom-up Painter's algorithm to move and delete shapes, and save the canvas.

Quadris | C++, Bash, Git
- Developed a game similar to Tetris, with proper use of design patterns and OOP.
- Created a project UML diagram, implemented graphics as well as features like hint, rotation, levels, sequencing, scoring, etc. using MVC architecture.

EDUCATION

University of Waterloo
 - Candidate for Bachelor of Computer Science
   (Sept 2015 – April 2020)

SKILLS

Languages:
C, C++, Java, Python, HTML, CSS, Bash, JavaScript, TypeScript, Scheme, SQL

Frameworks and Tools:
React, Redux, Redux Form, Bootstrap, Material UI, Git, JIRA, Android Studio, Gradle, Yarn, NodeJS, WebSocket

Practices and concepts:
Object Oriented Programming, Design Patterns, UML diagrams, Software Architecture, Agile Scrum Practices, Pair Programming, UX/UI designing

RELEVANT COURSES

- Human Computer Interaction
- User Interfaces
- Software Design and Architectures
- Computer Security and Privacy
- Computer Networks
- Algorithms
- Object Oriented Software Development
- Data Structures and Data Management
- Numerical Computation

INTERESTS

- Cooking, photography, sketching, music
- Human Computer Interaction and Artificial Intelligence
- Learning about new coding languages, technologies, and concepts