



kpatel5797.github.io



ka7patel@uwaterloo.ca



647-939-7468



/kpatel5797



/kpatel5797

KARAN PATEL

3A Computer Science

WORK EXPERIENCE

Software Developer Intern | Cambridge Global Payments (Jan-Apr 2018)

- Was an integral part of the **Agile Scrum** team working on the frontend aspects of web application using **React** and **Redux**, as well as with **SQL databases**.
- Investigated and fixed multiple bugs, developed deliverable features, and created white-box **Unit Tests**.
- Helped the QA team with **Regression and Performance testing**, increasing the team's work productivity by about **150%**.

Product Support Intern | Cambridge Global Payments (May-Aug 2017)

- Developed various scripts using **VBA on Excel** for database management as well as came up with a random person generation script on a short notice.
- Did an explicit **Exploratory QA Testing** for the company's new web application.
- **Researched** and compared various APIs, Blockchain, and MFA technologies as well as various JavaScript based frontend and backend third party applications.

Junior Telecom Specialist | Saint Elizabeth Health Care (May-Aug 2016)

- **Automated** lengthy manual tasks by developing **PowerShell scripts** and increased work productivity by up to **300%**.
- **Analyzed and summarized** report data on Telecom costs, volume, and usage as well as participated in a special project on **asset management** with the CIO.
- **Tested** new ticketing software and Avaya mobile applications.

PROJECTS

Color Chat Room | JavaScript, NodeJS, WebSocket, HTML, CSS, JSON

- Developed a live web chat application in an attempt to learn how NodeJS and WebSockets work.
- The server assigns a unique color to every new user, and sends them the chat history.

Ping Pong | JavaScript, HTML

- A remake of the classic single player Ping Pong video game, with Artificial Intelligence.
- The ball deflects from the paddle with different speeds and angles, depending on which part of the paddle it hits.

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.

Mr Smithers (WIP) | Dialogflow (Api.AI), NodeJS, Express, JavaScript

- Developing an AI Messenger chatbot, using Natural Language Processing from Api.AI.
- Once finished, it will act as a personal assistant helping users with reminders, checklists, weather, maps, etc.

SKILLS

Languages:

C, C++, Java, Python, JavaScript, HTML, CSS, Bash, Scheme, MIPS

Frameworks and Tools:

Bootstrap, ReactJS, Redux, Git, JIRA, Dialogflow (Api.AI), Unix/Linux

Basic Knowledge:

NodeJS, WebSocket, Spring Framework, Android Studio, R, SQL

Strong understanding of OOP concepts, Design Patterns, UML diagrams, MVC architecture, Data Structures, Algorithms.

RELEVANT COURSES

- Operating Systems
- Algorithms
- Numerical Computation
- Object Oriented Software Development
- Data Structures and Data Management
- Foundations of Sequential Programs
- Logic and computation
- Combinatorics and Optimization
- Statistics, Probability

INTERESTS

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

EDUCATION

University of Waterloo

- Candidate for Bachelor of Computer Science | 2015 – 2020