Krishna Patel

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PROFESSIONAL SUMMARY

- Results-driven engineering student with 3 years of experience of coding in C++, strong academic background and a passion for solving real-world challenges. Adaptable and collaborative, I thrive in fast-paced environments and am committed to continuous learning. Seeking an engineering internship to apply classroom knowledge to practical projects and gain hands-on experience.

SKILLS

TECHNICAL: C++, C#, Python, Project Management
TECHNOLOGIES: Visual Studio, Visual Studio Code, Unity, Microsoft Office 365, Fusion 360
INTERPERSONAL: Critical Thinking, Task Delegation, Time Management, Conflict Management, Communication, Organization

EDUCATION

BACHELOR OF SCIENCE – ELECTRICAL & DIGITAL ENGINEERING **Class of 2027**
University of Calgary – Schulich School of Engineering

- Relevant Courses: Programming with Data (ENDG 233), Engineering Design - Innovation and Entrepreneurship (ENGG 200), Fundamentals of Electrical Circuits and Machines (ENGG 225)

EXTRA-CURRICULAR EXPERIENCE

ENGINEERING DESIGN – INNOVATION AND ENTREPRENEURSHIP CLASS | CALGARY, AB **Feb. 2024 – Apr. 2024**

- Collaborated in a team of 4 to design and construct a physical, robust and visually striking art display that showcased real-time temperature conditions of major Canadian cities, within a 1-month time frame.
- Worked in a team of 4 to design and build a portable, user-friendly study companion device that promotes healthy study habits by locking away phones during study sessions.
- Successfully constructed a functional robotic vessel using 3D printing, ensuring durability and an aesthetic appeal.
- Integrated sophisticated electronic components, including an ILI9431 LCD screen, digit LCD screen, NeoPixel light ring, photoresistor, microphone, buttons, servo, ultrasonic sensor, and reed switch, to create interactive features and ensure seamless operation.
- Developed and coded a complex menu system with button interactions, allowing users to set study durations and receive feedback on their study environment's lighting and noise levels before starting their timer.

ENGINEERING DESIGN – INNOVATION AND ENTREPRENEURSHIP CLASS | CALGARY, AB **Jan. 2024 – Feb. 2024**

- Collaborated in a team of 4 to design and construct a physical, robust and visually striking art display that showcased real-time temperature conditions of major Canadian cities, within a 1-month time frame.
- Integrated electrical components including a Raspberry Pi Pico, LCD screen, WS2812B RGB LED light strip, 9g servo, and a button to ensure seamless functionality and a captivating user experience.
- Innovatively crafted a 3D-printed vessel through Fusion 360, skillfully concealing wires and other connections to enhance the display's aesthetics and maintain a user-friendly interface.
- Leveraged the capabilities of Application Programming Interface (API) to source real time data from the internet about the weather conditions in Canada, enhancing the accuracy and relevance of the displayed information.

C++ COMPUTER SCIENCE CLASS | WINNIPEG, MB **Sept. 2020 – Jun. 2023**

- Completed an in-depth study of the concepts of programming, including input/output, decision-making, structures, looping, subprograms, parameters, arrays, strings, searching/sorting algorithms, multi-dimensional arrays, files, and object-oriented programming.
- Demonstrated dedication by devoting over 25 hours weekly to develop a various assorts of games and applications, including: Hangman, Musical Chairs, Slots, Wordle, Tic Tac Toe, Word Search, Movie Ticket Venue Sales, Payroll Calculator.