

Mansi Patel
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Co-op Status

- Will have completed three of eight academic terms in April 2022
- Will be available for first Co-op term in May 2022

Education

Bachelor of Computer Science, Dalhousie University, Halifax, NS

Jan. 2020 – Sept 2025

- **Courses include:**

Software Development, Data Structures and Algorithms, Workplace communications, Discrete Structures, Database Management, and Web – development
(CGPA – 4.23)

Skills

Technical:

- **Programming Languages:** HTML, Java, C/C++, JavaScript, CSS, Python, PHP, React JS
- **Database systems:** MySQL, Oracle
- **Tools:** Visual Studio Code, IntelliJ IDEA
- **Version Control:** GIT
- **Software Applications:** Microsoft Office 365, Microsoft Access.

Professional:

- | | |
|---------------------|-------------------|
| • Communication | • Time management |
| • Teamwork | • Patience |
| • Technical writing | • Organization |
| • Teaching | • Multitasking |

Experience

Graphics Designer, Google Developer Students club, Dalhousie University

Jan. 2022 – Present

- **Technologies Used:** MS Power Point, Canva, Adobe Photoshop, WIX.
- Working with the team of 10 students to discuss design ideas and accordingly prepare power point presentations, poster designs, and social media posts for various events.

Peer Mentor, Hackathon, Dalhousie University, Halifax, NS

Jan. 2022

- Hosted meetings to help team of 15 student collaborate and work together to build a website. Helped them by explaining topics and providing resources for the event.

Note Taker, Computer Science, Dalhousie University

Sept. 2021 – Present

- Supporting student success by breaking complex topics into simple, understandable notes and provide those notes within 48 hours of the class schedule.

Teaching Assistant, Seventh Day High School, Gujarat, India

Jun. 2019 – Dec. 2019

- Supported student success by condensing complex concepts into simple-to-understand explanations through different means of communication (tutorials, videos, lectures, online content). Moreover, assisted teachers in preparing for various in-class activities and help them to schedule their meetings.
- Assessed, graded, and logged student performance on assessments according to faculty policy

Academic Projects

Farmers' Market Game – Dalhousie University

Nov. 2021

- **Technologies Used:** Java, IntelliJ IDEA
- Designed a console-based game where I wrote the code for the game where a farmer can buy a farm, grow, and harvest different type of food using different types of soil, evaluate the time required to grow the food and give the cost of food accordingly.
- Implemented the functionality of the game using OOPs concepts.

Academic Timetable Website – Dalhousie University

Jan. 2021

- **Technologies Used:** HTML, CSS, JavaScript, JSON
- Built and designed a website which displayed various courses and schedule details.
- Made the website responsive by adding mobile and table views and designing a toggle button for dark mode.
- Added functionality for students to add/drop the courses.

Library Project – Seventh Day High School, India

Oct. 2019

- **Technologies Used:** MySQL
- Collaborated with a diverse team of 5 students to build a database for library to help manage various library records.
- Identified assignment requirements, then designed and built the database.
- Successfully communicated the scope of the project by writing clear, accurate technical specifications and presenting the project summary to the class

Interests

Vlogging, Video Production, Writing, Reading, Designing, and Coding

References Available on Request.