### **MEET PATEL**

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## **SUMMARY**

**Master of Science, Computer Software Engineering** student, looking to advance my practical knowledge of software engineering, with a background in web & application development, through an internship opportunity in your company.

### **ACADEMIC EDUCATION**

### MS, Software Engineering – GPA 3.78

Arizona State University, Tempe, AZ.

May 2019(Expected)

Coursework - Programming languages (C, C++, Scheme, Prolog), Data Structures and Algorithms (Python, Dynamic Programming, Divide and Conquer, Greedy, Graphs) & Software Inception and Elaboration (SDLC, Software Development Models).

Bachelor of Engineering, Information Technology – CGPA 7.60/10

June 2017

LDRP Institute of Technology & Research, KSV University, Gandhinagar, Gujarat, India.

# PROFESSIONAL EXPERIENCE

1) eFANTOM

**DEC 2016 – MAR 2017** 

Developed a **drop shipping app – Unitexpress.** A **google chrome plugin** is used to import products from **AliExpress.com** and sold on the **shopify** app. A fully automated app with **automatic inventory update** and **automatic order placing to AliExpress.com**. The app also imports the **product reviews** from the AliExpress.com.

Technologies used: PHP, Laravel (web application framework for PHP) & MySQL.

2)AppBits Technologies

**JUN 2016 – SEPT 2016** 

Developed an **iOS** application – **One Stop Discount**. An app which can be used at the various restaurants across Indian cities to avail discount. Customers need to redeem the coupons to avail discount. The restaurants are given separate login accounts to input the data and even sales and marketing team collects data to be input from the back-end.

Technologies used: Objective-C (Cocoa framework), PHP, MySQL.

#### **ACADEMIC PROJECTS**

## 1) Virtual Reality for Education: Unity, Android and C#

8<sup>th</sup> SEMESTER (2017)

**Project Description:** Developed a **VR application** to make the primary education more interactive. Children are supposed to learn simple mathematical calculations like addition & subtraction while playing game in VR. **Google VR SDK** is used in combining the VR technology with **Unity**. Unity is used to make the application more interactive, so primary school students could enjoy the learning part. **NodeMcu** is used to connect **FLEX sensors** with VR application using the **Mosquito** server implementing **MQTT protocol**. Flex sensors are used to send the signals of Hand gestures like grabbing and releasing an object to the Application.

2) Urdhvaga Consultancy: Java, MySQL, JavaScript, Ajax. (http://urdhvaga.in)

**7<sup>th</sup> SEMESTER (2016)** 

**Project Description:** Me and my colleague developed a web application for a **job consultancy firm**. Client modules consist of searching, applying for the jobs and viewing the job application status. Admin modules consist of managing the employers, posting job openings, managing job applications and scheduling interviews.

3) Remote Network Access: Visual basic script

6<sup>th</sup> SEMESTER (2016)

**Project Description:** Me and my team mates controlled the working of 20 computers connected in LAN from 1 computer using **VB script**. We organized a coding event and we were supposed to distract the participants my changing the display settings of the computers, so used the VB script to change the working of the computers.

4) Hospital Management System: HTML, CSS, Javascript.

5<sup>th</sup> SEMESTER (2015)

**Project Description:** I developed a **desktop application** to be used in the hospitals. A centralized system which comprised of booking appointments, displaying appointment reminders, displaying patient's medical history & printing prescriptions.

5) Tic-Tac-Toe: Leap motion Device, Java

2<sup>nd</sup> SEMESTER (2014)

**Project Description:** Developed a simple tic-tac-toe game which took human hand gestures as input. Leap motion device creates 3-dimentional field which tracks any movement inside the field. I used 'Robots' package in java technology to develop the game.

# SOFTWARE EXPERTISE AND TECHNICAL SKILLS

- 1) Programming Languages: C, C++, Java, Python, Scheme, Prolog, Swift, Objective C, C#, Javascript, jQuery, SQL.
- 2) Softwares: Pycharm, xcode, Android Studio, MySQL, Unity, Microsoft Visio, Eclipse, GNU Prolog, Dr Racket.