

NISARG PATEL

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Seeking an entry level position in a Software Engineering field to utilize the degree in Computer and Information Science with a CS concentration. I consider myself a hard working and self-motivated individual with a high eagerness to learn.

EXPERIENCE

JANUARY 2021 – APRIL 2021

SOFTWARE ENGINEERING INTERN, EPITEC

- Updated internal software that involved frontend and backend

OCTOBER 2019 – DECEMBER 2019

JUNIOR ASSOCIATE, FORD COMPANY

- Acquired hands on experience with building Angular applications
- Gained knowledge of working in a real-life environment

MAY 2017 – OCTOBER 2019

SALES ASSOCIATE, THE UPS STORE

- Assisted customers with shipping packages
- Processed packages in system and handled sales

FEBRUARY 2016 – JUNE 2017

PRESIDENT, HTML CLUB

- Taught basic web designing skills to club members
- Worked with teams to efficiently achieve tasks and build quality websites

EDUCATION

SEPTEMBER 2017 – MAY 2021

BACHELOR OF SCIENCE IN COMPUTER & INFORMATION SCIENCE,

UNIVERSITY OF MICHIGAN – DEARBORN, MI

- Major GPA: 3.3

SEPTEMBER 2013 – JUNE 2017

HIGH SCHOOL DIPLOMA,

CANTON HIGH SCHOOL – CANTON, MI

- Cumulative GPA: 3.7

SKILLS / KNOWLEDGE

- Experience in C++, Java, Python, C#, HTML/CSS, JavaScript, PHP, Angular, SQL Queries, & Android App Development.
- Familiarity with Microsoft Office Products
- Experience in Frontend & Backend Development
- Experience in Command Line Interface, UML, DBMS, Git, GitHub, Firebase Services, and variety of development environments

TOP PROJECTS

FRONTEND – ANGULAR, JAVA

- 1) **VOLUNTEER APP** – A platform for requesters to post jobs for providers to help complete them. It involves an in-app messaging service with user authentication.

BACKEND – C#, SQL

- 2) **CUSTOMERS MANAGEMENT** – A Web API that offers Creating, Reading, Updating, and Deleting functionality to the frontend by accepting SQL queries to be performed on Database.

COMMAND PROMPT PROGRAMS – C++

- 3) **INVENTORY MANAGEMENT** - Manages a local inventory by implementing an AVL tree.
- 4) **TRIP TRACKER** - Tracks user's trip information, stores the used vehicle type, and perform multiple actions.
- 5) **SEAT RESERVATION SYSTEM** - Implements a seat reservation system for a passenger airplane by accessing seat chart through text file.

GAME DEVELOPMENT – JAVA – C# – ANDROID

- 6) **CONNECT 4** - Simple two players connect 4 game that is played in 7 column and 6 row grids
- 7) **YAHTZEE** - Yahtzee is a dice game where you can collect different scores after rolling 5 dice.
- 8) **SNAKE** - Classic game where snake grows by eating apples and dies by bumping into walls.

WEB / LOCAL APPLICATIONS – JAVA – C# – ANDROID – ANGULAR – DBMS

- 9) **PORTFOLIO WEBSITE** - Showcases all my projects with details and source code link
- 10) **BRAINS** - A regulation report keeping system monitored by an Oversight team that assigns questions to all departments.
- 11) **DELIVERY SYSTEM** - Manages customer's data and shipment information along with its specific destination.

ROBOTICS – SIMULATION – VEX ASSEMBLY

- 12) **AI ROBOT LOCALIZATION** - Uses a statistical approach to simulate a robot locating itself through a series of sensing and motion updates.
- 13) **AI REINFORCEMENT LEARNING** - Uses a statistical approach to simulate a robot achieving optimal action at each location to reach goal state.
- 14) **AUTOMATED GUIDED VEHICLE** - Mobile robot following a given path using sensors and motors

OPERATING SYSTEMS – SIMULATION – PYTHON – JAVA

- 15) **CPU PROCESSING** – Simulates a job scheduling process using the Round Robin Scheduling policy on a single-CPU system
- 16) **HEAP MANAGEMENT** - Simulates the allocation of heap memory according to different memory size jobs
- 17) **FILE SYSTEMS** - Simulates how file systems work, specifically the directory hierarchy and storage management while dealing with performance issues.