PARINITA EDKE

Software Developer

Phone: +1 (647) 927-1811 | Email: parinita.edke@mail.utoronto.ca | GitHub: parinitaedke

EDUCATION

University of Toronto *Toronto, ON, Canada*

Honours Bachelor of Science, with a Specialist in Computer Science and a Minor in Statistics *2018-Present*

3.8 GPA | Expected Graduation Date: June 2022

- Course work: Object-Oriented Programming, Software Design, Statistics.
- Technical Skills: Python, Java, C, Git, Android Development.

EXPERIENCE

Critical Care Research Developer – St. Michael's Hospital *Toronto, ON, Canada*

Research Member in Dr. Laurent Brochard's Lab at St. Michael's Hospital *July 2019 - Present*

- Designing a program using **Python** to **automate signal property detection**, thereby projecting to reduce processing time by **75%**.
- Wrote **R** scripts to **automate** the process of determining outliers and cleaning data and used **Git version control** to collaborate with other team members.
- Helped in collecting and recording data for the ARDS registry project.

Canadian Centre For The Responsibility To Protect *Toronto, ON, Canada*

Social Media Intern and Developer *June 2016 – August 2016*

- Helped develop the organization's website using **HTML** and **JavaScript** and created visual content for it.
- Helped design and create materials such as a guides and pamphlets for the high school expansion project.

PROGRAMMING PROJECTS

Thrift The Fit – UofT Hacks VII *Toronto, ON, Canada*

A web application designed to help you look your best while leaving a greener footprint. *January 2020*

- Designed and developed web application using **JavaScript** and **Bootstrap** framework.
- Collaborated with other team members to develop the backend of the application using **C#**.
- Used **Firebase** to create a Real-Time Database to create an inventory for thrifted items.

University Survival Simulator *Toronto, ON, Canada*

An android game developed to simulate what it's like going to UofT! *September 2019 - December 2019*

- Used the Model-View-Presenter **(MVP)** architecture to design the game structure for the app.
- Implemented design patterns such as Façade and Builder patterns and followed the **SOLID** design principles to allow the app to be flexible and be open to extension. Used **Java** to develop the app.
- Created **UML** diagrams and used **GitHub** for version control to effectively collaborate with other members.

Momo The Cat – Quest for the Magic Spellbook *Toronto, ON, Canada*

A single player game inspired by the 2016 Google Halloween Google Doodle *September 2016 - March 2017*

- Designed and programmed a single player video game in **Processing**.
- Followed the **SDLC**, flowcharted and created **UML** diagrams to effectively execute project.
- Implemented an object-oriented design that allows for easy expansion of the game in the future.

AWARDS AND HONOURS

- James A. Priestley Admission Scholarship
- Mrs. Margaret Bernasek Memorial Award
- New College Student Council Admission Scholarship
- Senior Music Award