PARINITA EDKE

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EDUCATION

University of Toronto   *Toronto, ON, Canada*

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

3.9 GPA | Expected Graduation Date: June 2022

- <u>Course work:</u> Object-Oriented Programming, Software Design, Statistics.
- <u>Technical Skills:</u> Python, C, Java, R, 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 - December 2019*

- Researched and applied data smoothing techniques such as the moving average filter and Savitzky-Golay filter to automate the detection of breathing cycles in noisy ventilator data. This program was written in **Python** using the **NumPy** and **SciPy** libraries and reduced data processing time from 1 day per patient to a few seconds per patient.
- Conducted statistical analysis using **R** to help determine outliers in patient data and to highlight unusual cases that may have resulted from human errors in manually entering the data or from special factors affecting the patient.

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 **Git** 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