Dhruvin Patel

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SUMMARY OF QUALIFICATIONS:

- Proficient in numerous programming languages and expertise in creating efficient, maintainable, and optimized solutions to user-specific problems
- Skilled in developing user-friendly applications that achieve high client satisfaction and retention by understanding and translating user needs into effective software solutions.
- Fluent in verbal and written communication developed through leading Toastmasters program and public speaking honing ability to communicate concepts to both technical and non-technical audiences.
- Expertise in web development software and proficiency in **Python, HTML, CSS, and JavaScript** and skilled in developing responsive web applications

EDUCATION:

University Of Toronto, Computer Science: Software Engineer, Bachelor of Science (Coop) 2021-Present

- Entrance scholarship ($3000), Other scholarships ($2500)

SKILLS:

- **Framework:** React, Node.js
- **Database:** MongoDB, SQL, MySQL
- **Technical:** OOP, API Design, Unit Testing, GIT and SVN, Multiprocessor usage, Scrum, JIRA

PROGRAMMING SKILLS: C, C++, Java/Kotlin, Python, JavaScript, Html-5, CSS, Solidity

- Skilled inefficient use of graphs and recursion, focusing on time and space complexity.
- Advanced understanding of data structures including BST/AVL, Heaps, Stacks, Graphs, Queue, and more.
- Knowledgeable in API development to create manageable, testable, error-free, and scalable code.

RELEVANT PROJECTS:

CoBuild (CURRENT)

- Developing an application that is a combination of LinkedIn and Leetcode.
- Uses MongoDB as a database and React/Node.js as a framework. Allows for users to take online assessments and the recruiter chooses the candidate based on performance on their assessment.

Android Schedule App:

- Developed an Android app using Java as the main backend language and Firebase as a database to create a schedule-maker allowing students to plan their university program
- Built a responsive UI to enhance the user experience and foster engagement with admin and student users.

Graph/Algorithm-Based Programs:

- Produced a high-performance program that utilizes recursion, BFS/DFS algorithms, and a 400 x 400 adjacency matrix/list to substitute recipe ingredients efficiently.
- Developed software to manage friends, sponsors, and brand characteristics in a mini-Facebook database using user-defined functions, queries, and other operations.

System Utilization Tool:

- Created a Linux-based system utilization tool using visual representations of CPU usage and important data points, such as memory utilization and the number of users on the current PC, to improve user comprehension.
- Implemented API development techniques to build testable, scalable, and error-free code.