

Pranshu Patel

UNIVERSITY OF TORONTO || 2ND YEAR COMPUTER SCIENCE

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Education

University of Toronto

PURSuing B.S. IN COMPUTER SCIENCE (MINOR IN MATHEMATICS AND STATISTICS)

Class of 2022

- Dean's List Scholar 2018
- *Relevant Courses:* Data Structures and Analysis, Computer Organization, Software Design, Theory of Computation, Probability and Statistics, Software Tools and Systems Programming

Technical Skills

Languages/Frameworks Python, Java, C, Bash

Software Tools Eclipse, PyCharm, VSCode, Git, Logism, LaTeX

Projects

Bulk File Manager

SOLO

December 2019

- Developed a **bulk file management** system in **Java** to allow users to conveniently perform useful actions on a large group of selected files such as renaming, relocating, merging, etc
- Implemented a **smart renaming system** that renamed multiple files at once based on user preferences
- Utilized **MVC structure** and **observer design pattern** in order to maintain concise code

ColourBlock

DESIGN TEAM

November 2019

- Worked with a team of 5 to create a cloned version of the popular computer game Tetris using **Python**
- Created a **work breakdown structure** in order to plan out required tasks and corresponding deadlines
- Presented a **design review plan** to an audience, highlighting important design decisions chosen by the team

Reversi

GROUP

October 2019

- Worked with a team of 4 to create a **GUI application** of the board game **"Reversi"** written in **Java**
- Implemented an **AI bot** to further challenge experienced users
- Used **design patterns** such as Factory, Visitor, and Observer in order to make group collaboration easier and more effective
- Practiced **Scrum** and **Agile Development methodology** with team of 4
- Utilized **git** for **version control**

Phone Map

SOLO

March 2019

- Developed a **Python** application using **PyGame** that displayed a filter-based map of calls made in the Greater Toronto Region
- Parsed through a **JSON** file in order to retrieve information from over 500 different calls such as timestamps, length of calls, bills, etc
- Effectively used **object oriented programming** to ensure code conciseness and re-usability

Work Experience

Mathnasium

Milton, ON

MATH INSTRUCTOR

June 2019 - Present

- Worked with a group of instructors to **develop important mathematical skills** for children aged 8-17 through focus on fundamental concepts
- **Designed individualized learning plans** to target the student's specific areas of weaknesses
- **Led meetings** with parents to discuss student's progress and future plans

Pakmen Volleyball Club

Mississauga, ON

LEAD COACH

October 2016 - Present

- **Coached** weekend **volleyball house leagues** consisting of children of various ages and skill levels
- **Led** and worked with a **team of 3-4 coaches** to **ensure player development** and enjoyment.
- **Led summer camps** for children of ages 6-13