

# PRASHANTKUMAR PATEL

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## Education

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**New York University**, Tandon School of Engineering, New York, NY  
Master of Science, Computer Science, September 2016 – May 2018

**Gujarat Technological University**, Vishwakarma Govt. Engg. College, Gujarat, India  
Bachelor of Engineering, Computer Engineering, August 2012 – May 2016

GPA: **3.7/4.0**

## Technical Skills

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**Languages:** C/C++, Java, C#, Python, VB6, UNIX/LINUX shell scripting,  
**Web development:** HTML, CSS, JavaScript, JSON, XML, JQuery, Node.JS, Angular JS  
**App development:** Android Studio, Xamarin (C#), Visual Studio (WINRT)  
**Database:** SQL, MongoDB  
**Tools:** MS SQL server, Visual Studio, IntelliJ IDEA, MySQL, Eclipse, Git  
**General:** Data Structures, Algorithms, Spark, Big Data Analytics, Socket programming  
**Machine Learning:** Accord.NET, Theano, Scikit-learn, Caffe

## Work [Internship]

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**Studentdesk.in**, Ahmedabad, Gujarat

August 2014 – Feb 2016

Designed android application for the [Studentdesk.in](#) web platform. [Application Link](#)

- Native Java android development
- Worked on Backend [PHP laravel framework] as well as front end for the application.
- Manage and develop the flow of data between application and enterprise data warehouse systems
- Worked on Android studio, SDK, NDK.

## Projects

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**SlexoPackaging-Website** [PHP, WordPress, HTML5, CSS3, JQuery, Angular ]

Designed a dynamic website named [slexopackaging.com](#) by utilizing the knowledge of above mentions tools and languages.

**Studentdesk** [Java, Laravel, Android Studio, NDK]

Designed the android app named [studentdesk](#) as the part of my internship at the firm named “studentdesk”. The App used studentdesk’s core webapi to transfer data between device and server. By using the app one can easily exchange, sell and buy books right from his/her mobile phone.

**Colorsplatter** [C#, Unity, Visual Studio]

Designed WinRT store [application](#) for the desktop and tablet as the part of coding challenge in the Microsoft.NET. Used C# as base language along with UNITY and developed and deployed the application using Visual Studio.

**Kinect: Ease of Accessibility** [C#, Python, Theano, Accord.NET, EmguCv]

As a part of my final year project during my undergraduate. I designed the application which uses the depth data from Microsoft Kinect V1. Along with the RGBD information from Kinect it also used the supervised machine learning algorithm and SVM to accurately identify Human hands with 96% efficiency and use the gestures and position of the hand to control the trackpad movement of the computer. Used neural network to recognize gestures which were produced by the hands.

## Papers

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1. Advanced River Formation Dynamics for Location Area Management in GSM [ Dixa Dholakiya, Tapan Doshi, Sagar Ghiya, Prashantkumar Patel] IJERT.