

Raj Patel

Contact

-  +1 (250) 946-7706
-  bhaveshkumap@mun.ca
-  St. John's, NL
-  [linkedin.com/in/rajpa7el/](https://www.linkedin.com/in/rajpa7el/)
-  github.com/rajpa7el
-  rajpa7el.github.io/personal/

Skills

Programming Languages

Python (numpy, pandas, sklearn, openCV), Java, C, C++

Web Development

HTML, CSS, JavaScript, ReactJS

Databases

SQL (MySQL and SQLite)

Mobile Development

Flutter

Languages

English, Hindi, Gujarati, Arabic

Education

Bachelor of Science in Computer Science

Memorial University of Newfoundland

Expected Graduation - May 2025

Awards - Faculty of Science **Dean's List** 2022-2023

Current GPA - 3.7/4.0

Key Courses - Artificial Intelligence, Data Structures and Algorithms, Software Engineering, Computer Vision, Operating Systems

Summary

A third-year computer science student with strong technical and analytical skills. The current aim is to work with inspiring teams in the field of Computer Science. Eager to apply and expand skill set in a work-term position by contributing to collaborative team projects helping the growth and success of business and research institutions.

Work Experience

Library Student Assistant

May 2023 - Present

Memorial University, St. John's, NL

Assisting students, organizing books, discarding old books for shredding, and keeping a welcoming learning atmosphere.

Line Cook

May 2022 - Aug 2022

Boston Pizza, Fernie, BC

Prepared varied of pizzas as per the recipe, maintained health and safety standards and collaborated effectively with team during period of high-volume.

Projects

Can't Stop Board Game

Academic Project

Developed a multiplayer board game utilizing Java and the Swings library, implemented game logic and created documentation by defining domain models, use cases and UML to create use case diagrams.

Hand Gesture Recognition System

Academic Project

Used openCV library in python for image filtering techniques to detect the hand and trained a machine learning model using Teachable Machine for Gesture Detection. Performance is reliable under optimal lighting and environment conditions.

Chain Reaction Game

Personal Project

Currently developing a Chain Reaction game app that is responsive by using Figma for UI/UX design and Flutter so it can be played across different devices and screen sizes. Future goal is to expand the app's capabilities to support an online multiplayer mode.