

ADITYA ASHOK PATEL

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OBJECTIVE

An enthusiastic and aspiring graduate student seeking new internship opportunities to learn, work and contribute to the development of software and technology. My greatest strength is my ability to adapt, lead from front, time management, and grasp concepts quickly.

EDUCATION

The University of Texas at Dallas, Texas, USA
Master of Science in Computer Science

Expected Dec 2021
GPA 3.835/4.0

Gujarat Technological University, Gujarat, India
Bachelor of Engineering in Computer Science

May 2019
GPA 9.41/10

TECHNICAL SKILLS

- **Languages and Technologies:** Java (Expert), Android (Expert), C (Proficient), C++ (Proficient), HTML (Proficient), CSS (Proficient), PHP (Proficient), JavaScript (Proficient), Python (Proficient), C# (Prior Experience).
- **Database:** MySQL, SQL Server 2008, MS Access, Oracle.
- **Software and Tools:** Eclipse, NetBeans, MS Visual Studio, Android Studio, VMware.

WORK EXPERIENCE

CS OUTREACH INSTRUCTOR

Started teaching Web Design and Java Programming as a part of CS OUTREACH. August 2020 – September 2020

GRADER

Started a grader position in Computer Science Department at UT Dallas

September 2020 - Present

ACADEMIC PROJECTS

Title: SMARTag - Speedy Mobile Accessible Road Toll Collection

Duration: June 2018 – May 2019

Description: SMARTag aims to eliminate the delay on toll roads by cashless tolling. The proposed system eliminates toll authorities to manually perform toll fee collections and hence eliminates traffic and congestion at Indian toll plazas. Implemented it using Android Studio, Arduino IDE, Python and SQL.

Team Size: 3

Individual Role: Team Leader, Programming the android application, Testing and Analysis, Report organization.

Title: Cash on Trash

Duration: January 2018 – May 2018

Description: We made an android app that deals with waste management. It connects sellers and buyers of waste and serves as a platform for contact and business between them. Therefore, it enjoins an environmental issue with a social cause. Implemented it using Android Studio and SQL.

Team Size: 3

Individual Role: Team Leader, Programming the android application, Debugging, Report organization

Title: IPL First Innings Score Prediction

Duration: April 2020 – May 2020

Description: Machine Learning Project using Flask and Heroku to determine first innings score.

Team Size: Individual Project

ACTIVITIES AND ACHIEVEMENTS

- Secured 3rd position in GOOGLE's CLOUDHERO – UNIVERSITY INFRASTRUCTURE competition held at UT DALLAS.
- My CASH ON TRASH project idea pitch made it to the finals of SMART INDIA HACKATHON 2018.
- Emerged as a winner for CYBERHUNT technical event at a National Level Technical festival 2017.