

Saunak Patel

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PROFESSIONAL EXPERIENCE

Dormshops - Software Engineer Intern (Remote)

MAY 2024 - AUGUST 2024

- Developed a mobile application using Swift and Back4App, enhancing user engagement by improving app performance.
- Provided feedback and suggestions for UX design enhancements, contributing to a more intuitive user interface.
- Participated in meetings on future innovations, contributing ideas that supported strategic planning for new features.

Delaware State University - Research Assistant (Dover, DE)

JUNE 2024 - MAY 2025

- Created a Battleship-like game involving Quantum Computing, utilizing data structures and algorithms to enhance gameplay experience, resulting in improved user engagement.
- Developed game features using Godot Engine and GDScript, improving user interaction and game performance.

Howard University (RITA UARC) - Research Assistant (Dover, DE)

JUNE 2024 - OCTOBER 2024

- Utilized machine learning techniques with Python to analyze data and predict outcomes, improving data-driven decision-making processes.
- Conducted research on human brain activities using Python, contributing to a deeper understanding of neurological patterns.

Code Differently - Technical Instructor Assistant (Wilmington, DE)

MAY 2023 - AUGUST 2023

- Designed and implemented front-end projects for websites and web apps in React and HTML/CSS, enhancing user interface and experience.
- Developed projects using React JS and Python Django, improving application performance and functionality.
- Instructed high school interns in HTML & CSS, leading to improved coding skills and successful project completions.

Delaware State University - Computer Science Tutor (Dover, DE)

SEPTEMBER 2022 - AUGUST 2024

- Assisted Computer Science students in understanding foundational course concepts, leading to improved academic performance and confidence in programming.
- Analyzed and debugged code in Python and Java, enhancing students' problem-solving skills and reducing error rates in their projects.

PROJECT EXPERIENCE

Culture Credit - Developer

DECEMBER 2024 - PRESENT

- A service that allows students to be rewarded for attending events hosted by the school, by providing a chance for academic achievement.
- Designed the frontend using React Native and Expo, enhancing a responsive and interactive interface.
- Developed a backend using Flask and MySQL, providing management for student accounts and attendance.

Snake Game - Developer (Personal Project)

MAY 2022 - AUGUST 2022

- A 2D classic arcade game where a snake eats to grow bigger but must avoid obstacles in the process.
- Developed in Java using Swing for a responsive interface and Java AWT for simple event management.

Bit Souls - Developer, Team Member

OCTOBER 2024 - DECEMBER 2024

- A difficult 2D platformer game inspired by the iconic Souls series, made by FromSoftware.
- Developed in Godot Engine, enhancing scripting organization and providing a more interactive, rewarding adventure.

SKILLS & CERTIFICATIONS

Programming Languages: Python, Java, C++, C, JavaScript, TypeScript, HTML & CSS, Kotlin, SQL, Swift

Frameworks & Libraries: React, React Native, Expo, Bootstrap, Node.js, Express.js, Django, Flask, Spring, MUI, Raylib

Tools & Platforms: Git/GitHub, Tensorflow, Pandas, Keras, Matplotlib, Pytorch, Scikit-learn, Numpy, Microsoft Excel, Microsoft Access

Certifications: CodePath ([TIP102](#)), [Google UX Design Specialization](#)

EDUCATION

Delaware State University

Graduated: May 2025

Bachelor of Science in Computer Science

GPA: 3.80

Awards: 4x Dean's List, 4x President's List, Computer Science (CS) Club Member, Mr. Computer Science for CS Club, Summa Cum Laude