

Saunak Patel

Middletown, DE • (267) 909-3666 • sameer.patelde@gmail.com • [Linkedin](#) • [Github](#) • [Portfolio](#)

PROFESSIONAL EXPERIENCE

Dormshops - Software Engineer Intern (Remote)

MAY 2024 - AUGUST 2024

- Developed a Swift + Back4App mobile app, reducing load time by 20%.
- Provided feedback and suggestions for UX design enhancements, contributing to a more intuitive user interface.
- Contributed 10+ feature ideas in planning meetings, with 3 implemented in production.

Delaware State University - Research Assistant (Dover, DE)

JUNE 2024 - MAY 2025

- Created a Battleship-like quantum computing game using Godot + GDScript, enhancing gameplay algorithms.
- Optimized game performance, improving user interaction.

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

JUNE 2024 - OCTOBER 2024

- Applied machine learning in Python to predict outcomes, enhancing decision-making accuracy.
- Analyzed neural activity datasets to identify patterns in brain function.

Code Differently - Technical Instructor Assistant (Wilmington, DE)

MAY 2023 - AUGUST 2023

- Built web applications in React + Django, improving UI responsiveness.
- Instructed 10+ interns in developing using HTML/CSS and JavaScript, boosting project success rates.

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

SEPTEMBER 2022 - AUGUST 2024

- Tutored students in Python + Java, reducing code errors and increasing comprehension.
- Guided debugging sessions that improved assignment completion rates.

PROJECT EXPERIENCE

Culture Credit (DECEMBER 2024 - PRESENT) - React Native, Flask, MySQL - Led frontend development in React Native + Expo for a student rewards app; implemented responsive UI and integrated backend API, improving user engagement by ~25%.

Snake Game (MAY 2022 - AUGUST 2022) - Godot - Created a challenging 2D platformer inspired by the Souls series, enhancing scripting and player engagement.

Bit Souls (OCTOBER 2024 - DECEMBER 2024) - Java Swing - Built a classic arcade game with smooth controls and a responsive design.

LEADERSHIP & INVOLVEMENT

Mr. Computer Science, DSU Computer Science Student Association (CSSA) – I represented the CS department on the CSSA board as Mr. CS; I attended board meetings, hosted events, and provided support to members. I also co-organized DSU's annual hackathon, coordinating a 24-hour coding contest with participant presentations, as well as workshops, scavenger hunts, raffles, and games.

SKILLS & CERTIFICATIONS

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

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

Tools & Platforms: Git/GitHub, TensorFlow, Pandas, Keras, PyTorch, Scikit-learn, Numpy, VS Code, JetBrains, Xcode, Android Studio, Maven, Figma, SCRUM

Others: REST APIs, Agile, Unit Testing, Data Structures & Algorithms, Object-Oriented Programming, SOLID Principles

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 Student Association (CSSA) Member, Mr. Computer Science for CSSA Club, Summa Cum Laude

Key Courses: Data Structures & Algorithms, Systems Architecture, Operating Systems, Computer Networking, Mobile Computing, Object-Oriented Programming in C++, Intro to Data Science, Artificial Intelligence