

Shreeya Patel

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EDUCATION

Columbia University, Fu Foundation School of Engineering and Applied Science

May 2025

B.S. in Computer Science | Minor in Electrical Engineering, *Dean's List*

3.75 GPA

Relevant Coursework: Intro to Java, Intro to Electrical Engineering, Art of Engineering, Emerging Scholars Program

Awards: Ernest Marquardt Scholarship Recipient, Girl's Inc. Woman of Inspiration, Robert Prather Award of Excellence

WORK EXPERIENCE

Cheers App LLC, Lead UI/UX Designer

May 2022 – August 2022

- Worked directly under the CEO and CTO to develop the user flow of a delivery and e-commerce application
- Responsible for application wireframes that are projected to earn \$62,000 USD in revenue by December 2022
- Helped raise seed capital for post-MVP stage by contacting potential investors to fund \$10k USD for early stage launch

FuseSocial, Administrative Support

June 2021 – August 2021

- Designed and created the "Wood Buffalo Volunteer Bulletin Board" webpage that displays volunteer biographies to help event organizers search for skilled volunteers efficiently (Beta tested with 3 major event organizers in Fort McMurray)
- Developed the "Time Raiser Rewards" website that showcased over 30 local artists and their submissions to generate incentives for volunteering in the community using HTML, CSS, Javascript, Wordpress, and Weebly
- Improved the SEO of web pages through Metadata Tags and content optimization within the Galaxy Digital platform

Lrnkey, Customer Success Manager

October 2020 – August 2021

- Researched competitive markets and engaged with 300+ tutors and 150+ learners of the platform regularly on Mailchimp
- Increased customer engagement by 35% and reduced unsubscribed rate by 12% with enriched content and graphic newsletters
- Improved customer retention through personalized and target micro-niche marketing (funnels with Miro)

ACADEMIC & PERSONAL PROJECTS

Amira Learning & Menon Labs, Front End Developer & UX Designer

November 2021 - February 2022

- Created a functioning web application and implemented logic for "Audio Jumping" feature using React, Node.js, and Python to enable teachers to access specific areas in students' audio based on a students' verbal errors or mispronunciations
- Generated useful graphical displays from a python algorithm that classifies reading errors; Accessed mock data and transcripts from JSON files (generated by AWS) and modeled the graphs and UI/UX with Figma

Art of Engineering, Project Manager, Lead Electrical Engineer, Co-Developer

September - December 2021

- Co-developed the code for an Arduino Uno in C++ and created a physical game by managing a team of 4 through Notion
- Drew schematics, employed TinkerCad to model 3-LCDs, a joystick and servo, soldered connections and directed power

EF Tours Canadian Youth Ambassador, Fire Combatting Electrical Device

January 2020 - Present

- Implemented the use of electricity to combat fire with a USB Ionization Board and/or other materials
- Set to conduct Mangrove research and wetlands work in Panama (2022) to understand ecosystem stress in relation to fires

LEADERSHIP & PROFESSIONAL DEVELOPMENT

IBM Accelerate, Software Track Participant

June 2022 – August 2022

- Participated in an 8-week professional development program with weekly sessions focused on foundational business acumen and software industry skills including version control, event-handling, HTTP requests, Rest APIs, URI design, back-end architecture, security, threat models, cloud native development, and Kubernetes through projects facilitated by IBM engineers

YouthComputing, Vice President of Events

March 2019 – August 2021

- Collaborated with partners/sponsors to raise \$20,000+ in grant money to support 20+ events with 1800+ total attendees

TECHNICAL SKILLS

Programming: Java • Javascript • Python • HTML • CSS • JSX • Node.js • C++ • Swift • Express

Tools & Technologies: React, XCode, Git, IBM Cloud, Arduino, Mailchimp, Notion HQ, Jira, Miro, Figma, Adobe Creative Cloud, Canva, Amazon's KDP, Solid Works, Logiely Circuit Simulator, Hootsuite, Trello, Obsidian, Iteration Planning