

SIDDARTH PATEL

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EDUCATION

University of Massachusetts Amherst

BS Computer Science 2017

Relevant Coursework: Web Programming, Artificial Intelligence, Machine Learning , NLP, Algorithms

EMPLOYMENT

IBM

Mobile Software Developer · May 2017 to Aug 2017, May 2017 to Aug 2017 · Durham, NC

- Worked on a social networking service app called IBM Connections in a team of 25 plus people
- The application uses the React-Native framework along with JavaScript and Node.js
- Built dynamic UI components with React-Native, interacted with Realm database to fetch and make user updates
- Embedded and setup Appium: a cross platform UIAutomation test framework in the application and wrote UI tests using it

Sharp Enterprises

Sales Executive · May 2014 to Aug 2015, May 2014 to Aug 2015 · Mangalore, India

- Worked as a sales executive and interacted with many customers
- Learned banking as required in the context of international trade
- Learned and used Microsoft Excel to hold data on logistics, purchases and expenses

SKILLS

LANGUAGES: C, C++, Java, Python, MySQL, HTML, JavaScript, Swift, Bash Scripting

FRAMEWORKS: Node.js, jQuery, React, React-Native, Bootstrap, CocoaPods, Appium

PROJECTS

FIFA dream team

Apr 2017 to May 2017

- Use ML techniques such as: outlier detection, anomaly detection and clustering, to build an all start FIFA dream
- Cluster the input data set into relevant groups and then filter out the outliers using anomaly detection
- The result is a FIFA dream team

SoundRoom

Sep 2016 to Nov 2016

- Develop a collaborative playlist application in a team of six using Node.js, React, MongoDB, and SoundCloud API
- Build reusable React components to modularize dynamic portions of the front-end code
- Design ER diagrams to model data requirements, and translate model into JSON schema in MongoDB

RobinChat

Sep 2016 to Sep 2016

- Developed a location-based group chat application in a team of five using JavaScript, Firebase and Robin API
- Implemented Robin API in JavaScript to aggregate user info of people in the room in order to create a group chat
- Used Firebase to host chat application and to store message data

Lone Runner

Jul 2016 to Aug 2016

- Developed a 2D endless running game for iOS using Swift 2, CocoaPods, and Apple's SpriteKit
- Designed minimalistic and consistent UI for the main menu using the CircleMenu CocoaPod
- Garnered over 400+ downloads on the App Store with an average rating of 5 stars

AWARDS

RobinPowered Software Company · Robin Award

Sep 2016

Won an award from RobinPowered for the best use of the Robin API at HackUMass IV, the annual UMass hackathon with over 600 students