



SIDDH PATEL

Year 3 | Major in Computer Science

Personal Projects

InsightUBC: 2023-Jan

- Full stack web development project that enables effective querying of historical data regarding UBC's courses/sections and rooms. This project was built in a team environment where Scrum was utilized to manage work.
- The backend of the project is complete and tested through various black and glass box methods. Frontend still under development.

Chatbot: 2022-Dec

- Using the TensorFlow Python module, I created a chat bot that uses passed in data, in the form of a JSON file, to effectively calculate and respond to the user's questions.

Portfolio Website: 2022-Oct

- Using TypeScript, HTML5, and CSS I created a personal portfolio website that is hosted on GitHub.
- <https://siddh1311.github.io/portfolio/>

Flappy Bird AI: 2022-Sept

- Learned Machine and Deep Learning concepts, as well as Python, to create an AI that utilizes neural networks with generational mutation to improve the model. Achieved an AI that perfectly played Flappy Bird by generation 3.

2D RPG: 2022-July

- Working with the Unity Engine, I was able to create a top-down RPG game with functional movement, collision, enemy-detection, as well as map traversal.
- Incorporated custom animations and created personal maps for the user to travel.

Education

CROCUS PLAINS HIGH SCHOOL

Awards & Honors

- High School Computer Science Fair Reserve Champion
- High School Programming Competition Reserve Champion
- Governor General Bronze Medal
- Waterloo Programming Competition Distinction Certificate

Technical Skills

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|--------------|--------------|
| ▪ Python | ▪ React |
| ▪ C# | ▪ Angular |
| ▪ C++ | ▪ CSS |
| ▪ TypeScript | ▪ HTML5 |
| ▪ Java | ▪ JavaScript |

Contact

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Objective

Driven university student proven to have excellent work-ethic and leadership capabilities. Aiming to improve and use my skills to secure job opportunities and assist companies. Also, an organized and dependable candidate successful at managing multiple priorities with a positive attitude. Willing to take on added responsibilities to meet team goals.

Volunteering Experience

Westman Youth Centre: 2019

- Worked with high school peers to create a safe learning environment and teach small group of middle school children how to program using Scratch. Through this opportunity I build upon my communication and teamwork skills.

Crocus Kids Code Club: 2019

- Founding member of a club designed to teach middle school children the concept of programming, its usefulness, as well as effective problem-solving techniques. During this time, I managed to learn a lot about programming theories, as well as learned how to teach others.

Ecole New Era: STEM Club: 2018

- Founding member of a STEM Club where we visited our local middle school for over a month to promote a career in STEM by going through various activities, such as building a basic catapult. Worked upon my leadership skills.