STAVAN PATEL

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EDUCATION

Master of Science, Software Engineering **Aug 2022 – May 2024**
San Jose State University | San Jose, CA

- **GPA: 3.9/4.0**
- **Course Work:** Enterprise Software Platforms, Data Mining, Enterprise Distributed Systems

Bachelor of Science, Computer Science **Jan 2018 – May 2022**
Sacramento State University | Sacramento, CA

- **Course Work:** Data Structure & Algo. Analysis, Database Management System, Intelligent Systems, Operating Systems, Computer Networks, Object-Oriented Computer Graphics, Data Visualization, Web Design

SKILLS

Programming Languages: Python, Java, JavaScript, HTML, CSS, PHP, C, SQL, Scheme, Prolog

Technologies/Tools: ReactJS, Django, AWS, Tableau, Git, Pytorch, TensorFlow, Docker, Nginx, Apache Kafka, Jira.

IDEs: Visual Studio Code, WebStorm, Eclipse, PyCharm, Jupyter Notebook

ACADEMIC PROJECTS

Spartan Food Pantry Web Application **Dec. 2022**

- Developed a web application for a food pantry using **ReactJS**, **Nginx**, **Apache Kafka**, **Firebase**, and **PostgreSQL**
- Implemented real-time updates for food inventory using Apache Kafka and Firebase
- Utilized PostgreSQL for storing and managing data related to food, distribution, and recipient information
- Managed the design and development of the application's user interface using ReactJS
- Deployed the application using Nginx and ensured its stability and performance

AWS Buss Pass Web Application **Oct. 2022**

- Created a web application for purchasing and organizing bus passes tickets using **ReactJS**, **Django**, and **MySQL**
- Implemented a scalable and fault-tolerant architecture using **AWS ECS, EC2, S3, API Gateway, Lambda,** and **SNS**
- Applied AWS S3 for storing and serving static assets and media files. Leveraged AWS Lambda and API Gateway to build and expose RESTful APIs for the application
- Deployed the application on EC2 instances and controlled using ECS and utilized AWS SNS for sending email notifications to users

Trip Prediction using Bay Area Bike Share Data **Nov. 2022**

- Applied machine learning techniques to predict the demand and projections of bike riders at a specific city for a specific day using the numerous time, weather, and behavior variables of **Bay Area Bike Share Data**
- Utilized random **forest regression, extra trees regressor, gradient boosting regressor, and lasso regression** to build and compare multiple models
- Preprocessed and cleaned the data to prepare it for modeling. Evaluated the performance of the models using various metrics and selected the best performing model.

Portfolio Website **Nov. 2022**

- Developed a portfolio website using **ReactJS** and **React Hooks**
- Build React components to create a dynamic and interactive user interface, and executed React Hooks for state management and data fetching
- Integrated responsive design using **CSS** and optimized the website for mobile devices. The website consists of pages like information about me, education, skills, projects and how to contact me

The Path (Designed a game using Codename1 library) **May. 2021**

- Designed and implemented a reimagination of a classic game using **Java** and **codename1**, an object-oriented computer graphics library.
- Constructed the game in multiple stages, starting with a text-based version and eventually adding animation and GUI elements for a more interactive user experience
- Utilized **object-oriented programming** principles and Java programming language to create a cohesive and scalable game design