

# Suhayl Patel



T: 604.822.9677 | F: 604.822.9676 | [science.coop@ubc.ca](mailto:science.coop@ubc.ca) | [www.sciencecoop.ubc.ca](http://www.sciencecoop.ubc.ca)

778-867-4786 | [suhayl.patel@outlook.com](mailto:suhayl.patel@outlook.com) | [linkedin.com/in/suhaylp](https://linkedin.com/in/suhaylp) | [suhaylpatel.com](http://suhaylpatel.com) | [suhaylp.github.io](http://suhaylp.github.io)

## EDUCATION

**The University of British Columbia** Sep. 2020 – Present  
*Bachelor of Science in Computer Science, Dean's List (GPA: 4.0), Expected Grad. 2026* Vancouver, B.C.

## EXPERIENCE

**Software Engineering and STEM Private Tutor** Sep. 2018 – Present  
*Self Employed* Vancouver, B.C.

- Conduct one-on-one lessons teaching object-oriented programming design principles in Python, Java, and C++.
- Utilize Github to ensure students develop a thorough understanding of Git version control procedures.
- Additionally tutor mathematics, physics, and other STEM subjects at elementary and high school levels.

**Lead Coding Instructor and Franchise Owner/Operator** Jul. 2021 – Sep. 2023  
*Code Ninjas North Vancouver, Burnaby, Vancouver, Coquitlam, Langley, Abbotsford* Vancouver, B.C.

- Successfully co-owned and operated multiple Code Ninjas franchise locations, managing curriculum development, staff training, code debugging protocols, and other aspects of each location.
- Designed curriculum in a franchise game development platform, Roblox Studio, and Unity, to teach 500+ students game development using JavaScript, Lua, and C#.
- Created and led Python, web development, and block-coding weekly camps for 1000+ students to introduce students between ages 8-15 to fundamental programming concepts.
- Implemented Git version control practices at each location to ensure code history management and commit records, for thorough documentation of student progress.

**Autonomous Sailboat Mechanical Team Member** Sep. 2020 – Aug. 2021  
*UBC Sailbot Student Design Team* Vancouver, B.C.

- Used SOLIDWORKS, Rhino 7, and Orca 3D to test the stability and equilibrium forces of geometric hull models.
- Analysed hydrostatic stability report results using Python and Excel macros to optimize performance.
- Maintained detailed project logs along with team-wide communication using Confluence, Jira, and Slack.

## PROJECTS

**TriviApp** | *Java, JSON-Java, Swing, Git* Sep 2023 – Nov 2023

- Developed a Trivia software to create, edit, and play user-created topics, with extensive testing using JUnit.
- Created a GUI using Swing, a Java Foundation Classes library.
- Utilised the JSON-Java library to implement read-write save state functionality for user topics.

**Circuitboard AM Radio** | *Python, JupyterNotebook, JavaScript, Git* Nov. 2023 – Dec. 2023

- Created an LRC circuit to filter and select specific carrier frequencies, which is filtered to extract the audio signal and then amplified.
- Employed Python's numpy, scipy, and matplotlib libraries to create varying fitting models.
- Analysed the fitted data and residuals to optimise the system's parameters, and adjust the LRC circuit.

**IoT Project Generator** | *JavaScript, GPT-3.5 Turbo, Node.js, Vite, React, Git* Feb 2024 - Present

- Worked with a peer to create a React app which allows users to input the microcontrollers and other components they have access to, and receive a list of GPT-3.5 Turbo generated IoT project ideas using those components.
- Fully functional with a Node.js backend, but user functionality is still in progress.

**Portfolio Website** | *HTML, CSS, JavaScript, Git* Dec 2023

- Designed a clean single-page portfolio website using HTML, CSS, and JavaScript.

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, HTML, CSS, R, Lua, C, C++, C#, Racket, MATLAB, SQL  
**Frameworks and libraries:** JUnit, JSON-Java, Swing, React, scipy, pandas, NumPy, Matplotlib, Node.js, Vite  
**Developer Tools:** Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, DrRacket, Jira, Confluence, Microsoft Office, Rhino 7, Orca3D, SOLIDWORKS, MATLAB