# Vishwaa Patel

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## SKILLS

### Technical

- Excellent problem solving and critical thinking skills gained from coding efficient algorithms requiring analysis and critical thinking in different programming languages such as Python, Java, C, C++ for 4 years
- Beginner knowledge about database and its accessibility from android applications gained from the usage of Cloudant database
- Enhanced graphic designing skills through the development of UML and XML layouts required for an android application
- Intermediate knowledge of SQL database and writing and executing SQL queries gained through a project in computer science course(CSCA08)

### Interpersonal

- Strengthened client facing skills developed by working with the clients at workplace for volunteering
- Effective project management skills developed as a leader by working on group projects to manage the resources and outcome of the project
- Strong communication skills developed by participation in DECA competition

## EDUCATION

### Honours Bachelors of Science, Candidate                    September 2016 - Present

Specialist in Computer Science - Software Engineering, co-op
University of Toronto Scarborough
CGPA: 3.9/4.0
Awarded with University of Toronto Scholar award - $6000, for academic achievement
Awarded with Scarborough Frank Faubert Scholarship - $3000, for achieving grade 12 overall average of 95% or above

## TECHNICAL PROJECTS

### Android Application named PetConnect                                  June 2016

- Developed an Android application named PetConnect in a team of 3 members through which self-learned and implemented the connection of the app to Cloudant database

- Created different UML and XML layouts for the application, resulting in attractive Graphical User Interface for user

**Introduction of Computer Science (CSCA08)**                    **December 2016**
- Programmed an SQL language in Python, that reads and executes SQL queries enhancing knowledge about SQL database
- Made use of different data structures and efficient algorithms to make a bug free code, resulting in a grade of 100%

**Connect4 Game, Grade 12 Project**                    **June 2016**
- Created the Connect4 board game in Java with along well excellent graphic design giving the experience of real board game
- Developed the AI with the abilities that prevents the opponent from wining and also makes winning moves enhancing knowledge Artificial Intelligence programs

## VOLUNTEER EXPERIENCE

**Receptionist**                    **August 2015**
Settlement Assistance and Family Support Services
- Attended phone call of clients, assisted newcomers in the office to their right place through which gained requirement gathering and client facing skills
- Created a work friendly environment for volunteers in the office by organizing welcome games resulting in new volunteers to join the organization
- Fundraised with other volunteers to gather funds for children with hunger and malnutrition resulting in collection of $1000 from small neighborhood

## EXTRACURRICULAR ACTIVITIES/ COMPETITIONS

**Badminton Club**                    **January 2016 - April 2016**

- Learned high serves and defense smashes along with corresponding footwork to enter the finals in the badminton competition

**DECA**                    **January 2015**
- Participated in DECA competition and competed in an written exam and a presentation for regional through which gained experience of communicating in a professional manner with business officials