# Vivek Patel

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## Education

**Indiana University,** Bloomington, IN                                                                                    May 2026
**Luddy School of Informatics, Computing and Engineering**
Bachelor of Science in Computer Science
Specialization: Software Engineering    Minors: Data Science, Informatics, and Math

## Technical Skills

- **Languages/Frameworks**: Java, HTML, CSS, JavaScript, Node.js, C, C++, .NET, Racket, PHP, React, SQL, Python
- **Software Skills**: Git, Unix/Linux
- **Miscellaneous Skills**: M.S PowerPoint, M.S Word, M.S Excel, M.S Teams, Adobe Photoshop, Computer Building, JIRA, Atlassian, Outlook, Tableau

## Experiences

**Indiana University Teaching Assistant, Bloomington, IN**                                          August 2024 – Present

- Assisted in teaching and guiding students in understanding fundamental concepts of low-level computing and programming languages.
- Utilized debugging tools and techniques to help students troubleshoot and optimize code for a class of 32 students.

**Richmond Community Schools Substitute Teacher/Tutor, Richmond, IN**                    May 2024 – Present

- Engaged with a class of over 30 students to work and adapt towards their needs.
- Led group activities for groups of over 20 students, encouraging collaboration in the group.

## Projects                                                                                                              vivekpatel21.github.io

**File Organizer**                                                                                                                       July 2024

- Developed the project in Python to help an organization of over 30 members organize folders by file type.
- Allows users to manage over 30 different file types within their computer and allow it to run in the background.

**Minesweeper**                                                                                                                         June 2024

- Manufactured Minesweeper within C++ and QT GUI, to create a game for the community to play without internet access.
- Managed external libraries using CMake, increasing runtime efficiency by 45% and compile time by 80%.

**Flood Game**                                                                                                                        August 2023

- Developed in Java and played/tested by a group of over 100 members within the community.
- Developed systems within the game to generate the most efficient path to finish the game.

## Leadership

**Indiana University- Ballroom Dance Club Volunteering Coordinator**                    December 2023 – Present

- Strategized and directed volunteering initiatives, leading a group of over 10 members to foster a positive working environment.
- Contributed to developing the club to an A-rank status, within the university through volunteering efforts.

**Indiana University – All Campus Orchestra Viola Section Leader**                       January 2023 – May 2023

- Helped organize and coordinate 2 concerts with the conductor to promote orderly and efficient activity within the band.
- Mentored a group of 6 violists to promote inclusion and welfare in the section.