

Yug Patel

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Education

University of California, Riverside

Riverside, CA

B.S. IN COMPUTER SCIENCE

Sept. 2019 - PRESENT

- **Relevant Coursework:** Data Structures & Algorithms, Software Construction, Discrete Structures, Introduction to Software Engineering, Web Development
- **GPA:** 4.0

Work Experience

ANSYS, Inc.

Remote - Canonsburg, Pennsylvania

SOFTWARE ENGINEER INTERN

Jan. 2022 - Apr. 2022

- Aided in the development of the software behind Ansys' SpaceClaim and Discovery application plugins under the Geometry CAD integration team.
- Debugged and programmed over 50 test cases to verify the transfer of CAD models consisting of many attributes between each application to assist in resolving numerous defects.
- Designed scripts to assist in testing the transfer of CAD models which ultimately allowed to significantly speed up and automate parts of the verification process.
- Refactored parts of the code base to be compatible with updated API changes, new file extensions, and many different user preferences.
- Utilized: C#, Python, .NET Framework, NUnit Framework

Staples, Inc.

Santa Clarita, CA

TECHNOLOGY SALES ASSOCIATE

Apr. 2019 - Sept. 2019

- Assisted customers in purchasing tech. products, aided customers with phone screen replacements, and removed viruses from customers' computers resulting in a 6% increase in technology sales.
- Designed sign-up vouchers for customers post check-out to allow rewards program to be more accessible which resulted in an increase of 15% sign-ups monthly.

Projects

Photo Sharing App

UTILIZED: REACT, EXPRESS.JS, MONGODB

- Developed a MERN stack application that allows users to interact with one another through post and comment sharing.
- Utilized a MongoDB database to allow for easy retrieval to display users, posts, and comments through multiple database schemas.
- Implemented an authentication feature for users where saved information is hashed in order to securely store data in the database.

TEXT-BASED-RPG

UTILIZED: C++

- Developed a console-based game that allows three playable characters with a built-in inventory system.
- Implemented GitHub's Continuous Integration which allowed for autonomous integration between group members.
- Integrated Google's Unit Test which allowed testing new features for potentially game-breaking bugs way quicker.
- Employed Agile methodology practices such as Kanban boards and weekly scrum meetings.

Infinite Music Generator

UTILIZED: PYTHON

- Practiced Agile using Kanban and Scrum with two other group members.
- Collected and parsed several MIDI files' meta-data using MIDI library to them them into a list.
- Developed a Markov Chain Generator to create a similar genre of music based on past appearance of music notes.
- Designed a GUI using pygame library that plays a specific piano key based on the note being played.

Skills

Languages: C++, C#, Python, JavaScript, HTML, CSS

Frameworks: React, Node.js, Express.js

Tools: Git, Scrum Agile Methodologies, Heroku, AWS, DigitalOcean, MongoDB