

Meekit Patel

Email: meekitpatel@gmail.com

U.S Citizen

Portfolio: mpatel18.github.io

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EDUCATION

University of Maryland, College Park
B.S Computer Science

2019

TECHNICAL SKILL

Programming Languages: Javascript, Python, Java, C#

Frameworks and Databases: Vue, Django, Node.js, Bootstrap, MySQL, PostgreSQL

Tools: Git, SVN, Scrum Agile Methodologies, W3C Standards, Heroku, Unity, VSCode, WSL, HTML5, CSS3

RELEVANT EXPERIENCE

Web Developer, Freelance, Germantown, MD

02/2020 - 03/2020

- Designed and organized a proposal to help define the required specification for the web application that the client needed built.
- Built the web application based on the proposed specifications.
- Coordinated with the client on improvements that could be added in the future.

Student Developer, UMD, College Park, MD

10/2018 - 12/2018

Rebuilt an existing USDA cover crop tool with a team of 16+ programmers and engineers.

- Handled project management, team scheduling, and user/acceptance testing.
- Worked on proposal and design presentation as well as handled communication between our team and the USDA researcher.
- Built feature that pulled live stock data for the web application to allow users to find prices for certain cover crops.
- Assisted with the implementation of a login and data verification features.

PROJECTS

Vue Web Application - Link in Portfolio

2020

- Designed the vue application template by following the current W3C Standards.
- Wrote the open source vue application and published it on Heroku.

Django Web Blog Application - Link in Portfolio

2020

- Created a registration and login system using django's authorization system.
- Implemented a persistent database to allow for added/edited blog posts by multiple different users.

IOS Game Application

2019

- Designed and implemented UI elements for the entire application, as well as integrating stock music.
- Tested game application to ensure functionality, usability, and consistency.

Java Game Engine Application

2019

- Implemented collision detection between two objects using a circle based collision system.
- Designed a sprite sheet animation system for rendering 2D animations.

Unity3D Game Application

2018

- Built individual 3D components and the ingame level in which players would interact with.
- Designed a simplistic UI for user score and match point during a session.
- Implemented a local multiplayer system using Unity3D built in networking system.

INTERESTS

PC Building

- For about 2+ years I have built, upgraded, and helped people design/construct a variety of different personal computers.