

# Sunny Ka Patel

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## EDUCATION

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### University of Saskatchewan

*Bachelor of Science in Computer Science, Minor in Mathematics*

Saskatoon, SK

*Jan. 2019 – June 2024*

## EXPERIENCE

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### Freelance Developer – Home With Jo

Mar. 2024 – Present

- Led the end-to-end development of a blogging website for an interior designer, increasing page views by 60% within 2 months through a custom WordPress theme built using PHP, Tailwind CSS, and SEO optimization.
- Designed and prototyped the website in Figma, translating client requirements into a visually appealing, user-friendly layout that achieved a 98% client satisfaction.
- Optimized website performance by reducing load time by 30%, implementing best practices in responsive design, backend logic, and API integration with Axios for seamless functionality.

### IT Help Desk Technician – University of Saskatchewan

Sep. 2021 – April 2012

- Provided Tier I technical support, troubleshooting, and resolution of technical issues & deficiencies.
- Maintained devices such as computers, printers, and other peripherals.
- Provided high-level service to students and alumni through problem identification, diagnosis, tracking, and resolution strategies.

## PROJECTS

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### Reddit Data Analysis | *Python, SQL, PowerBI*

- Conducted data extraction and analysis by scraping Reddit pages using Python to identify trending topics and frequently used keywords in specific communities and subreddits.
- Cleaned, transformed, and categorized large datasets to ensure accurate data representation.
- Utilized Power BI to visualize trends and present key findings in an easily understandable format, improving the interpretation of insights.

### Crossy Survivor | *C#, Unity, Figma*

- Led a team of 5 to build an infinite 3D crossover of Crossy Road and Vampire Survivor using C# and Unity.
- The game showcases a variety of advanced functionality including AI pathfinding for non-player characters (NPCs), a sophisticated character controller allowing intuitive gameplay and procedurally generated content.
- Implemented AI pathfinding to allow NPCs to navigate the game's environment and interact with the player in a challenging and realistic way. Incorporated procedural content generation to create a diverse gameplay experience and employed different reward types to provide a competitive element to the game.

### Shifty | *JavaScript, Bootstrap, Express, MongoDB*

- Spearheaded the development of a full-stack web application for restaurant scheduling as part of an Intermediate Software Engineering course, leading a team of 4 in a collaborative effort to deliver a high-quality project.
- Created personas, epics, and user stories in the early stages of the project to determine the requirements for the app and ensure the project met the needs of its intended users. Adhered to Agile development methodology including regular scrum meetings to ensure a high-quality and polished final product.
- Integrated a wide range of features including encryption, credential validation, employee and manager management, availability management, shift swapping, time-off requests, schedule creation, sharing and conflict resolution, that contributed to the overall success of the project.

## TECHNICAL SKILLS

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**Languages:** Python, Java, C, C#, SQL (MySQL), JavaScript, Typescript

**Web Technologies:** React, Angular, Node.js, MongoDB, Tailwind CSS, Flask, JUnit, WordPress, Next

**Development Tools:** Git, Docker, Figma, Power BI, VS Code, PyCharm, IntelliJ

**Libraries:** pandas, NumPy, Matplotlib, Seaborn

**Software Engineering Concepts:** Agile, Scrum, Waterfall, TDD, MVC, OOP