

# Sunny Patel

psunny1411@gmail.com | 6399941040 | Portfolio | GitHub | LinkedIn

## Education

---

### University of Saskatchewan

Bachelor of Science Computer Science & Minor in Mathematics

January 2019 – June 2023

## Technical Skills

---

Programming Languages:	Python, Java, C, C#, JavaScript, Typescript, Scala, MATLAB
Web Technologies:	HTML, CSS, React, MySQL, Express, Next, Node.js, REST, Vercel, MongoDB
Software Engineering Concepts:	Agile, Scrum, Waterfall development, TDD, MVC, OOP
Development Tools:	GitHub, Docker, Figma, Balsamiq, VS Code, PyCharm, IntelliJ, MS Office
Networking:	Ethernet, LAN, WAN, TCP/IP

## Experience

---

### Home With Jo - *Freelance Developer*

March 2024 – Present

- Collaborated with a small business to design and develop a custom WordPress blogging website using PHP, Axios, and Tailwind CSS.
- Created and refined prototypes in Figma based on client requirements, ensuring alignment with her goals.
- Developed and optimized the website, adhering to SEO standards and ensuring high performance.
- Conducted thorough testing and securely integrated the development site to production before the successful launch.

### IT Help Desk Technician - *University of Saskatchewan*

September 2021 – April 2022

- Provided Tier I technical support, troubleshooting, and resolution of technical issues and 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

---

### Crossy Survivor - *Unity, C#*

- Led a team of 5 to build an infinite 3D crossover game of Crossy Road and Vampire Survivor using Unity and C#.
- 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. Other functionalities include a sleek user interface for easy navigation, dynamic sound, and animations to elevate the immersive experience.
- 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 - *EJS, Bootstrap, Express, MongoDB*

- Actively aided in the development of a full-stack web application for restaurant scheduling as a part of Intermediate Software Engineering course through a collaborative effort of a team of 4.
- 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.

## Certifications

---

- Microsoft 365 Fundamentals – Admin (in progress)