

Priyal Patel

Malden, MA 02148 | 908-720-2190 | patel.priyal@northeastern.edu | Availability: January 2022 - December 2022

Education

Northeastern University, Boston, MA

September 2020- Present

Candidate for a Master of Science, Computer Science, GPA: 4.0 /4.0

Expected Graduation: December 2022

Coursework: Objected Oriented Design, Algorithms, Data Structures, Discrete Math

Coursera: Introduction to HTML, CSS3, JavaScript

Monmouth University, West Long Branch, NJ

September 2012 – May 2017

Bachelor of Science, Biology, Molecular and Cell Physiology, GPA: 3.97/4.0

Bachelor of Science, Medical Laboratory Sciences, GPA: 3.95/4.0

Technical Skills

Languages: Java, Python, C, SQLite (python), HTML5, CSS3, JavaScript, C#

Operating Systems: MacOS, Windows 10, Linux (Ubuntu)

Game engine: Unity

Project Experience

Space defender, *personal project*

May 2021- July 2021

- Created a simple third person shooting game using C# and unity. Followed along a tutorial online to learn game development, C# and unity.
- Added a few basic implementations to enhance the game mechanics slightly.

Easy Animator, *Northeastern University*

March 2021- April 2021

- Designed an animator based on MVC architecture using Java that allows users to play, pause, resume, loop and increase or decrease speed of the animation in 4 views: textual, SVG, visual or playback.
- Developed user interface allowed uses to open text files as well as save their animations to text or SVG files as well as add and delete shapes and motions.

Simple Shell, *Northeastern University*

March 2021 – March 2021

- Created a mini command line interface using Linux virtual machine with C that allows users to interact with the operating system with piping and with custom colors for prompts and commands.

Memory Matching Card Game, *Northeastern University*

December 2020 – December 2020

- Developed project memory matching game using Python's Turtle Library that allows user to use a customized card deck composed of 8, 10, or 12 cards that they select and pass in through a text file.

Karel's Adventure, *Stanford University*

May 2020 – May 2020

- A text based adventure game with a mission to get Karel home. The game is a text based adventure game, written for kids to learn math and stimulate an adventure game using a map and various challenges depending on the user's decisions. The project is written in python and uses python's pygame library.

Work Experience

Northeastern University, Boston MA

Teaching Assistant- Objected Oriented Design

April 2021 - Present

- Lead a cohort of 12 students during lab, conducted office hours and tutoring sessions for students.
- Graded lab, in class exercises, midterm and final examinations. Conducted tutorials on IntelliJ and Java syntax/OOD.

Teaching Assistant- Discrete Mathematics

December 2020 – May 2021

- Conducted office hours and graded students homework assignments, midterm and final examinations.

Newark Beth Israel Medical Center, Newark NJ

September 2017 – June 2020

Medical Laboratory Technologist

- Worked with different Laboratory Information Systems: SunQuest, Misys, Cerner and Epic
- Extensive knowledge on automation used in clinical laboratories with daily, weekly and monthly QC/maintenance.

Achievements and Awards

- Undergraduate thesis - RNA Multifunctional Antisense Gene Transfer Strategy to Alter HGFR Expression in GBM
- Recipient of the Schering-Plough Undergraduate Research Scholarship for 2015-2016
- Publication: Density-dependent ERK MAPK expression regulates MMP-9 and influences growth (2019)
- Attending Grace Hopper Celebration of Women in Computing