

VATSAL PATEL

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EDUCATION

Stevens Institute of Technology USA
Master of Science, Computer Science, GPA: 3.96 May 2024
Coursework: Data Structures & Algorithms, Web Programming, Human Computer Interaction, Software Engineering

Charotar University of Science and Technology India
Bachelor of Technology, Computer Engineering, GPA: 3.92 May 2022
Coursework: Object-Oriented Programming, Operating System, Database Management, Cloud Computing

TECHNICAL SKILLS

- **Languages:** Python, Swift, SwiftUI, Java, JavaScript, HTML5, CSS, TypeScript, Go, C++, GraphQL
- **Dev Tools:** Git, Docker, Jenkins, Bitbucket, Vercel, AWS(S3, EC2, Lambda), Redux, Gulp, Kafka, Kubernetes, Terraform
- **Frameworks & Libraries:** Cocopods, TailwindCSS, Django, Node.js, React.js, Next.js, Vue.js, Express.js, D3.js, Angular
- **Databases:** NoSQL (MongoDB, DynamoDB, Cloud Firestore), SQL (MySQL, PostgreSQL), Redis
- **Certifications:** iOS & Swift - App Development Bootcamp from Udemy

EXPERIENCE

Co-Founder, Trionic Technologies LLP. | India Aug 2021 – Present

- Catalyzed 20% growth in SaaS sector; worked with developers, excelled in client relations & project management
- Managed development of spindle monitoring system; designed system architecture with Go, MQTT, Kafka, AWS EC2, processing 1M+ data points/second; optimized with Agile and Kanban for faster, efficient delivery

Software Engineer Intern - iOS, Esri | USA May 2023 – Dec 2023

- Delivered 10% performance/reliability improvement for "Field Maps" iOS app, leading to 6.6M downloads, used Swift 5 and SwiftUI, and utilized Scrum methodology
- Pioneered Swift's first UI automation tests, boosting testing efficiency; leveraged ArcGIS SDK for geospatial features
- Expanded Swift automation tests for 20% quicker bug detection, enhancing reliability, and user experience

SES Student Software Developer, Stevens Institute of Technology | USA Jan 2023 – May 2023

- Crafted robot movement tracking web app with D3, React, Node-Red, DynamoDB, LiDAR sensors, aiding 1.5K+ students
- Created microservices based software to convert real-time sensor data into graphs, uplifting mechanical lab's efficiency

UI/UX Developer Intern, Aavatto LLP. | India Dec 2021 – Apr 2022

- Revamped UI for over 6 mobile and web apps, working in cross-functional teams with tech-leads and engineers
- Accelerated user flow by 35%; created wireframes and UX concepts like task analysis, storyboards, and use cases
- Achieved a 92% favorable rating from clients by driving technology solutions that met specific business objectives

Full Stack Developer Intern, Techosoft (Remote) | Australia May 2021 – Aug 2021

- Boosted web responsiveness by frontend development, elevating UI/UX design and increasing user engagement by 20%.
- Elevated overall user experience by 40%, merging front-end code with backend logic and graphic components.
- Optimized website load time by 30% through code optimization, caching, and debugging for performance and reliability.

PROJECTS

Stevens Lost and Found (*Node.js, Express.js, MongoDB, Handlebars, Bootstrap CSS, GitHub*)

- Devised and deployed a web app for lost item reports and retrieval, reducing misplaced items reports on campus by 25%
- Drove 40%+ engagement at university through a user-friendly interface, efficiently handling weekly item recoveries

LearnLab – E-learning platform (*React.js, Tailwind CSS, Material UI, Google Cloud Firebase, Netlify, Bitbucket*)

- Built an e-learning platform, providing customized modules in coding, design, and IT skills for students and professionals
- Designed UI for 20% higher user retention, adhering to tota11y guidelines, and including features like video resumption

Synth – Music Streaming Service (*Node.js, Express.js, Next.js, Tailwind CSS, Cloud Firebase, Redis, Vercel*)

- Engineered a web-based music streaming platform with Spotify API integration, featuring curated playlists, track discovery, artist insights, and robust user profile management
- Improved platform performance by 40% using Vercel for CI/CD, Redis for server-side caching, and Google Cloud.

Augmented Reality Image Tracking iOS App (*Swift, SceneKit, ARKit, UIKit, AVFoundation*)

- Innovated an immersive iOS app using ARKit, SceneKit, and AVFoundation, enhancing augmented reality interaction by 30% with seamless image tracking and dynamically scaling HD videos.