# Naishal Patel (He/Him)

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# Education

JANUARY 2022 - MAY 2024

# Ohio State University, Columbus, OH— BACHELOR OF SCIENCE

- Concentrated in Artificial Intelligence and majoring in Computer Science and Engineering.
- Relevant Coursework: Calculus III, Software I & II, Foundation I & II, UNIX Programming Env, Foundations of Higher Mathematics, Engineering Fundamentals, Introduction to Low-Level Programming and Computer Organization, Database, Intro to Artificial Intelligence, Computer Architecture, Introduction to Operating Systems, Web Apps.

#### AUGUST 2020 - DECEMBER 2021

# Cuyahoga Community College, Westlake, OH – ASSOCIATE OF SCIENCE

• Engaged in coursework including Calculus II, Linear Algebra, Physics I & II. Dean's List.

# Experience

MAY 2023 - PRESENT

# The Aspire Group, Columbus, OH — Mobile APP Developer (RA)

- Spearheaded a 4-person team to develop a universal AI data collection app, boosting efficiency by 25%.
- Crafted a database layout with draw.io for cross-platform synchronization, enhancing accessibility by 100%.
- Built an iOS app with **Swift UI**, **Metal API**, and other **APIs**, reducing data labeling **time by 80%**.
- Managed team alignment and progress, ensuring successful and timely project completion.
- Conceived a user-friendly UI, increasing user experience satisfaction rating by 75%.

#### MAY 2023 - PRESENT

#### The Aspire Group, Columbus, OH — Artificial Intelligence Developer (RA)

- Scoured the internet for articles on sound noise reduction technology, gaining insights and informing project direction.
- Utilized Google's ML Kit to implement a custom model in the app, achieving a 40% reduction in noise.
- Created a proprietary model using **Python** after studying open-source models, resulting in a further 50% noise reduction.
- Orchestrated research and development in **machine learning**'s impact on **speech processing**, achieving a 30% improvement in accuracy and guiding future technological advancements.

#### JUNE 2022 - AUGUST 2022

#### MBCC Group, Beachwood, OH— Technical Specialist (Intern)

- Collaborated with a team of 4, providing comprehensive technical support, resulting in a 25% increase in efficiency.
- **Coordinated with the security team** for new software installation, fortifying company-wide cybersecurity.
- Configured new phones and computers with custom software, streamlining onboarding.

# Skills

Coding Languages: Swift UI, Python, MATLAB, Java, C#, R, C, SQL, Assembly, HTML, CSS, JS, Ruby on Rails.

Soft Skills: Time Management, Innovative Thinking, Rapid Learning, Research and development.

- Frameworks: Unity, XCode, Visual Studio, Firebase, GitHub, VIM, Solidworks, Git, Postman, Jupyter Notebook, Proficiency in Mac OS, Windows & Terminal environment.
- Area of Interests: Artificial Intelligence Development, Database Management, IOS App Development, Software Development, UI/UX, Debugging, Testing.

# INVOLVEMENT

Distinguished as a Data-Fest Finalist, Mandel Scholar, and Choose-Ohio-First Scholar.

Honored as a Member of the Hack-Ohio Team, AI Club & CEO Club, The National Society of Leaders, and Phi Theta Kappa.

# SOCIAL AND FINANCE APP — (XCODE | SWIFT UI)

- WHAT: Engineered an all-in-one iOS application that combines social media interaction with financial market analysis and sentiment prediction. Features include chat, posts, market tools, and stock news, all backed by APIs like Finnhub and Polygon.io and an in-house AI model.
- HOW: Used Swift for the core development and Combine for handling large sets of data asynchronously. Integrated Finnhub and Polygon.io APIs for market analysis tools and stock news. Added robust authentication mechanisms for user security. Integrated a custom AI model for sentiment analysis.
- **RESULT:** Handled and rendered large datasets with a **latency of less than 150 milliseconds**. The integrated AI model has a **high prediction accuracy of 85%**, enhancing user engagement.

# C & ASSEMBLY PROJECTS — (TERMINAL | C/ASSEMBLY | <u>Github</u>)

- WHAT: Engineered a C-based file system supporting all key operations like mkdir, cd, and rmdir, and developed encryption systems for data security. Created Assembly programs for string manipulation and faster encryption.
- **HOW:** Used **linked lists** in C for a **file system** and **bit manipulation for data encryption**. Built string and encryption programs in Assembly using x86\_64 syntax and bit-shifting opcodes.
- **RESULT:** Achieved **20% faster file access times** using linked lists over arrays in C. **Reduced encryption time by 25%** in Assembly compared to C.

# ARTIFICIAL INTELLIGENCE — (GOOGLE COLAB | PYTHON | Colab)

- WHAT: Developed a Python program to **analyze financial news sentiment**, generating a dataset with sentence-level sentiment scores ranging from -1 to 1. Utilized the **dataset** to train an **AI model** using CoreML for further analysis.
- HOW: Utilized a range of Python libraries including Pandas, NLTK, VaderSentiment, and Transformers, along with the Finnhub API for financial news. Employed tokenization, lemmatization, and sentiment analysis techniques to process and analyze the data.
- **RESULT:** Achieved a **model accuracy of 85% in sentiment prediction**, while also **reducing prediction time by 95%** through the tokenized approach.

# JAVA PROJECTS — (ECLIPSE | JAVA)

- WHAT: Developed projects, including tag cloud generator, custom data-structures implementation, email parsing.
- HOW: Utilized Java's extensive data structures and libraries for project development.
- **RESULT:** Gained a deep understanding of **data structures and algorithm**s, leading to more **efficient code**.

# **IOS APP DEVELOPMENT** (NEWS APP) — (XCODE | SWIFT UI | <u>Youtube</u>)

- WHAT: Developed a news app in Swift UI that integrates a CoreML sentiment model, serving as the foundation for the next market research and analysis app.
- HOW: Employed Combine for API management, utilized Polygon API for news data, integrated CoreML for sentiment analysis, and built the app using Swift UI.
- **RESULT:** Achieved **95% user satisfaction** in UI through **surveys** and optimized **rendering speed by 50%** using Swift UI's LazyHStack and LazyVGrid, resulting in **lag-free scrolling**.

#### GAME DEVELOPMENT — (UNITY | C# | <u>Youtube</u>)

- WHAT: Developed a 3D multiplayer, open-world game inspired by GTA V with fantasy elements, featuring a business system and ML agents. Also created 2D games, including a tower defense game and a guessing game.
- HOW: Leveraged Unity's extensive toolkit and asset store, incorporating **Dotween** for animations, **ML-Agents** for enemy AI, the **new DOTS system** for performance, **Burst compiler** for 3D optimization, and **Shader Graph** for enhanced graphics. Utilized Unity's **profiling tools** to identify bottlenecks and address **garbage collection issues** for code optimization.
- **RESULT:** Achieved a smooth gameplay experience with an **average of 78 FPS on standard PCs**, despite the expansive 3D world. Utilized Unity's profiler to **optimize game performance**, resulting in a **50% improvement in efficiency**.