

# Preet Patel

SOFTWARE ENGINEER · FINAL YEAR STUDENT

19 Nicholls Lane, Auckland, 1010, New Zealand

☎ (+64) 21-058-1597 | ✉ iam@preetpatel.com | 🏠 www.PreetPatel.com | 📷 preetpatel | 📺 iampreet | 🐦 @itsPreetPatel

## Education

### The University of Auckland

Auckland, New Zealand

B.ENGINEERING(HONS). IN SOFTWARE ENGINEERING

Mar. 2017 - Nov. 2020

- Dean's Leadership Award - 2020. Recognised by the Dean of Engineering as one of the university's most promising student.
- Hons. Research Theses: Patient self reporting medical app - In Progress.
- Member of Management Consulting Club; participated in various business case competitions.
- Volunteer for Engineers without Borders educating students across NZ schools about Engineering.

## Skills

**DevOps** AWS, Azure, Docker, Jenkins, CircleCI, Git

**Back-end** Java Web Application, Express, Django, REST API

**Front-end** React, Redux, HTML5, LESS, SASS, SwiftUI

**Programming** Node.js, Python, JAVA, Typescript, Swift, .NET Core (C#), MATLAB, SQL

## Work Experience

### MATTR

Auckland, New Zealand

SOFTWARE ENGINEERING (SUMMER INTERN | PART-TIME EMPLOYEE ACROSS THE UNIVERSITY YEAR)

Nov. 2019 - Present

- Working on trust frameworks for the internet by developing standards for Decentralised Identity.
- Built a reference implementation of Verifiable Credentials using Sovrin.
- Collaborating on developing an enterprise-grade mobile app for MATTR's decentralised identity solutions using React Native and Typescript.
- Developed an overhauled onboarding programme for new employees.
- Core member of the Agile Transformations team that works on improving team outcomes across the company.

### Microsoft Student Accelerator

Auckland, New Zealand

PROGRAMME LEAD

Jan. 2019 - Present

- Lead a team of 38 Microsoft Student Partners to create an internship programme for university students.
- Overhauled the entire programme to increase student participation by 100% compared to 2019.
- Train students on Microsoft technologies (Azure, Typescript + React.JS, C#) via various workshops and prepare them for the recruitment season.
- Work with employers to organise interviews and curate internship programmes.
- Developed a learning plan for the programme by investigating upcoming Microsoft products.

### Datacom Ltd.

Auckland, New Zealand

SOFTWARE ENGINEERING INTERN

Dec. 2018 - Mar. 2019

- Used React, JS, ASP.NET Core and other web technologies to create a cloud-based PWA interactive ideation app with an AR experience. The project was deployed to the cloud using Azure and DevOps.
- This project aimed to encourage innovation from anyone within the company.
- Product increased submissions of new ideas by 4x in trial runs compared to traditional methods.
- Learnt about the business aspect of a project and pitched the product to various clients (Auckland Transport, PWC and Fonterra).
- Worked in a team of three interns and was responsible for leading the direction of the project.

### Punjias Ltd.

Lautoka, Fiji

SOFTWARE ENGINEERING INTERN

Dec. 2017 - Feb. 2018

- Worked in a team to create a HelpDesk System for the company that reduced internal calls to the IT Department by 90%.
- Logged issues would be automatically assigned to an IT specialist using schedule monitoring and clever scheduling algorithms. Built using C#, ASP.NET, SQL.
- Developed an internal social media platform for communicating and sharing ideas as the company did not want external solutions.

### Vodafone

Lautoka, Fiji

MEDIA PRODUCTION SPECIALIST

May. 2016 - Feb. 2017

- Developed creative infomercial video content for the Vodafone Fiji brand.
- The content was shown on national TV, the Internet and customer stores.
- Used the Adobe Creative Suite (Photoshop, Premiere Pro, After Effects) to create videos.

## iTechnoBlog

CHIEF EXECUTIVE

- A technology news company focused on delivering daily news online, curated for students.
- Lead and mentored a team of 4 students who wrote articles for the website.
- Responsible for overseeing publishing, company finances and media relations.
- Brought on advertisers for the website and did social marketing.
- Nominated for Fiji's Young Influencer award and did various talks at high schools.

*The World Wide Web*

*Jan. 2013 - Jan. 2017*

## Youtube

CONTENT CREATOR

- Shot and produced videos reviewing the latest gadgets and technology news.
- Developed media relations with companies (Samsung, LG, Huawei, Microsoft).
- Learnt about filmmaking, storytelling, and editing videos using the Adobe Suite.

[www.YouTube.com/iTechnoBlog](http://www.YouTube.com/iTechnoBlog)

*Nov. 2013 - Nov. 2017*

## Volunteering Experience

---

### Niesh

STUDENT OUTREACH AMBASSADOR

- Organise events for university students.
- Worked with a team of volunteers during the University's O'Week to coordinate events.
- Successful communication and roles distribution within the team saw an increase in performance.
- Brought the Niesh app to No. 1 on the App store.
- Focused on communicating with students and implementing effective marketing strategies to promote the app to students.

*Auckland, New Zealand*

*Feb. 2018 - Feb. 2020*

### Santa Shoebox Project

ORGANISER

- Work with a team of over 30+ volunteers each year.
- A community-driven event where donated items such as food, toys, and books are wrapped in boxes and delivered to remote villages during Christmas.
- Manage sourcing 400+ gift boxes and volunteers to help pack every year.
- Collaborate with over 15 companies who donate rations and sponsor the project.

*Lautoka, Fiji*

*Dec. 2015 - PRESENT*

## Projects

---

### A REACT.JS AND .NET CORE BASED ONLINE PHOTO-SHARING PLATFORM

POLAROID

- Created in 4 days for the Microsoft Student Accelerator programme.
- Built a server side component that exposed an API to perform CRUD operations for the photo sharing app.
- Technologies used: Typescript, C#, React.JS, Git, HTML, CSS.

*Competition*

*Nov. 2018*

### JAVA-BASED INTERACTIVE TOOL BUILT TO LEARN PRONOUNCING DIFFERENT NAMES

NAME-SAYER

- Created as an assignment for a design paper. Worked with another student to utilise peer-programming.
- Performed design analysis, user testing, and wrote in-depth documentation.
- Technologies used: Java, JavaFX, Git, Bash.

*Class Project*

*Oct. 2018*

### AN IOS PUZZLE BASED GAME

CONCENTRATION

- First iOS app written after learning basics of iPhone development.
- Implemented the Model-View-Controller design pattern to create an animated 2D card based puzzle.
- Technologies used: Swift, XCode, Git.

*Personal Project*

*Sep. 2018*