

Akshat Jain

I am a student at ANU and extremely enthusiastic about Computer Science and Software Development. I am capable and have project experience in Git, Python, Java, JavaScript, C++ and both SQL/NoSQL databases. I take pride in my ability to be open and communicate with others and highly enjoy working in collaboratively on software projects. I enjoy problem solving and strive to always learn new skills.



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<https://github.com/AkshatJain9>

Education

Bachelor of Advanced Computing (Honours) - Australian National University (ANU)

GPA: 7.0/7.0 (HD Average)

Specialisation: Machine Learning

Committee Member of ANU Computer Science Student's Association (CSSA)

Work Experience



Database Engineer - Services Australia (01/2022 — Present)

- Regularly maintain and update Government DB2 Infrastructure ensuring that services including Medicare, Centrelink, Veterans' Affairs, myGov etc. operate smoothly and reliably.
- Investigate and engineer issues within the IT infrastructure such as poor database performance, handling unpredictable network usage and bugs.
- Contribute to the modernisation and innovation of Australia's largest IT infrastructure through automation, migration of services to cloud platforms, development of DevOps pipelines and the addition of new software and practices.
- Regularly work in teams to solve problems collaboratively, coordinate maintenance and to write new software.

Software Projects



Fitomatic Android Application

- Created an Android Social Media Application centred around finding fitness companions with similar interests. App features included being able to make post/interact with posts, peer-to-peer messaging and customisable user profiles.
- Used a NoSQL (Firebase) backend to store/query data asynchronously. Implemented basic natural language comprehension for an in-built database search mechanism.



Cublino Game

- Implemented a digital version of the German board game 'Cublino' using Java and a MVP architecture. Optionally extended the original game with custom game mode and 3D graphics.
- Further added AI bots to play against which used basic Reinforcement learning techniques.

Several other projects, including **Open-Source Contributions** on my GitHub Profile.