# Jeevan Acharya

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# EDUCATION

## Chapman University, Fowler School of Engineering| Orange, CA Graduated May 2022

*B.S. – Computer Science, Minor in Honors*

*B.F.A – Film Production, Emphasis in Directing*

**Coursework**: Data Structures, Computer Networks, Databases, Discrete Mathematics, Data Science, Algorithm Analysis, Linear Algebra, Differential Equations, Web Engineering, Digital Logic Design, Operating Systems, Recursion

# SKILLS & TECHNICAL TOOLS

**Languages:** Java,Python, SQL, JavaScript, C, HTML/CSS, Scheme, Swift

**Technologies:** Git, Jupyter Notebook, ReactJS, Docker Containers, Pandas, Adobe CC

# PROJECTS

## QuizIt! – Instant Messaging Chatroom | *Java, Jenkins, TCP/IP Sockets* *February 2022 – May 2022*

* Designed Instant Messaging Chatroom server in Java including authentication, special administrator privileges, and handling of TCP/IP connections.
* Developed automated testing utilizing Jenkins for continuous integration / continuous development (CICD) of agile drops.
* Incorporated a scalable design to enhance chatroom into a quiz-styled game where moderators issue questions to the server and award points with a distributed leaderboard for an eventual winner.

## Smart Device Dashboard – Alexa-esc Desktop Webpage | *ReactJS, TP-Link, REST* *Mar 2022 - May 2022*

* Developed Web-based platform for wireless TP-Link smart devices to be controlled remotely using ReactJS and third-party APIs.
* Overcame security risks by implementing auto-fillable password protected profiles utilizing client-side browser storage.

## Friend Match – Friend Matching Application | *Google Cloud, Streamlite, MySQL* *Oct 2021 – Dec 2021*

* Architected and optimized data cleaning processes and ingested big data to compute results for users efficiently.
* Overcame challenges implementing rollback feature by normalizing tables and fixing foreign keys.
* Collaborated closely with UI/UX team to connect front-end Web Portal leveraging Python and Streamlite.

## Mobile Decoder – iOS Assembler Decoder | *Swift, XCode, Java* *Feb 2021 - Apr 2021*

* Created an iOS application as an educational resource with a step-by-step process converting assembly language to machine code and back.
* Project catalyzed into the application included as part of the Computer Architecture coursework at Chapman University.

## InProduction – Auto-generation of Call Sheets | *WinForms, REST Apis, Visual Studio* *Aug 2019 - May 2020*

* Utilized REST APIs to collect data from various websites, digitized and automated sending of production information to save production time and budget for Chapman Film students.
* Leveraged MySQL as the back-end database to fortify reuse of contacts, actors, and locations between projects leading to efficient planning.

# EXPERIENCE

## NFL Surface Commercial | Microsoft

* Utilized Adobe After Effects to simulate Microsoft Teams meeting to promote the use of Microsoft Surface within the NFL and potential Surface users.
* Leveraged JavaScript expression to generate clock and timecode animations.
* Presented solution to the Surface UI/UX team and management for final approval.

## Director | Dodge College of Media Arts

* Directed cast of four characters and lead a crew of 30 highlighting a part of the South-Asian American Experience.
* Leveraged quick-on-the-feet problem solving skills to adapt to ever changing COVID-19 regulations to keep cast and crew safe.
* Learned key communication and man-management skills in a goal-oriented way to meet 7-month deadline.