Jai Rajesh Mehta

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Education

McMaster University — Hamilton, Ontario
BASc Computer Science (Honours Co-op) GPA: 10.45/12 — *September 2020 - April 2025(Expected)*

Technical Skills

Languages: Java, Python, C/C#, SQL, JSX, JavaScript, HTML/CSS, Dart, HSX, Haskell, ELM
Technologies/Frameworks: Linux, Git, Unity Engine, Flutter, Android Studio, React, IHP, LaTex, MS Office

Experience

Computing and Software Ambassador

Mcmaster Computing and Software Department — *October 2022 - Present*

- Acted as spokesperson for McMaster University and the Computing and Software programs.
- Collaborated with a team to develop recruitment communication strategies and related objectives.
- Planned and hosted onsite events.

Jr. Vice President Software Architecture

McMaster Start Coding Club — *April 2022 - Present*

- Responsibilities: Collaborate with the team to design , maintain and optimize the McMaster Start Coding Club Website using IHP and SQL .
- The website is used every year to teach the "Software Design Using Web Programming" course to students studying at McMaster University.
- The website has also been used to teach over 2,500 children basic web animation/design using ELM.

Projects

Findr | *Flutter, Dart, Git* — January 2022

* Collaborated with teammates to come up with and develop a prototype for an app to make job finding easier.
* Worked on the front end and designed the app's profile page and login page using Dart during a 36 hour hackathon challenge.(DetaHacks 8)
* Received a score of 89/100 and was placed to compete against other productivity hacks.

Discord Math Bot | *Python, Git* — December 2021

* Developed a Discord Bot that finds the derivative of an input equation.
* Buit a Lexer and Tokenizer that processes input text to tokens. Implemented discord API (client commands) to run bot as well as assisted in Parser development.

3D-Pong | *C#, Unity Engine, Git* — July 2021 - August 2021

* Developed a game based on the classic 2D game "Pong" in a 3-D environment using Unity Engine.
* Implemented Collision physics,Velocity-Acceleration components and Torque to all in-game objects through scripting in C#. Also built the scoreboard and sound on collision.
* Published the game on Itch.io where it got 300+ views and 100+ browser plays.

SoundBoard App | *Java,Android Studio* — June 2021 - July 2021

* Developed a Valorant Agent voice-line soundboard and published it on the Android store (100+ Downloads).
* Designed UI , implemented Google AdMob API for banner and video pop-up ads that generated ad revenue.

Angle Management | *ELM* — January 2021 - April 2021

* Lead a team in the development of an educational web application using ELM for a final project in a course. The app serves to teach kids about triangles, angles and how to use a protractor.
* Developed the quiz pages, the virtual protractor that could be dragged/dropped to measure angles on the screen and implemented state switching that resulted in a score of 12/12.

Hotel Front Desk System (12th Grade CBSE Project) | *Python, SQL* — September 2019 - February 2020

* Built framework for a python application, to be used by hotel staff for managing a hotel database. App is used to log guests into rooms, calculate expenses, log them out of the rooms and print a bill. Received 10/10
* Implemented database schema in SQL and connected the database to the python app functions using SQL API.

Asteroids | *JavaScript, HTML, CSS* — June 2018 - July 2018

* Lead a team in designing a spaceship shooter web game as a part of a summer course at Boston University.
* Visualized the asteroids and implemented velocity-acceleration components along with the shooting mechanism.
* Highly received and interacted with during presentation.