

Jai Rajesh Mehta

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EDUCATION

McMaster University

BASc Computer Science (Honours Co-op) GPA: 10.45/12

Hamilton, Ontario

September 2020 - April 2025(Expected)

TECHNICAL SKILLS

Languages: Java, Python, C, C#, SQL, JSX, JavaScript, HTML/CSS, Dart, HX, 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.
- Collaborate 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

- Prototyped, designed and implemented analytics, grid view pages for McMaster's Start Coding Website. Optimized mentor page.
- 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

Personal Website | React, JSX, HTML, CSS

November 2022

- * Deployed a mobile and tablet friendly website on github pages.
- * Used React Native and JSX for states, icons, and CSS for styling.
- * Components include a floating navbar, header, Sections(About,Experience,Projects) and a Footer.

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.(DataHacks 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.
- * Built 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

- * Led 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

- * Led 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.