

JAY MODI

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Education

Dalhousie University

Jan 2022 – August 2025

Bachelor of Computer Science

Halifax, Nova Scotia

Courses: Object-Oriented Programming, Data Structures, Software Development, Data Science, Web Development, Database Management Systems, Network Computing, Systems Programming and Cloud Computing, Android App Development

Technical Skills

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| Programming and Web Tools: | JavaScript, HTML/HTML5, CSS, CSS3, Java, C#, C, C++, PHP, SQL |
| Frameworks and Databases: | JQuery, ReactJS, Spring Boot, NodeJS, MySQL, MongoDB |
| Software Development Practices: | Agile/Scrum methodology, Waterfall, Debugging, Testing |
| Computer Science: | Data Structures, Algorithms, Object Oriented Programming |
| Tools-Technologies: | Git, JIRA, Junit, Bitbucket, Netlify, Microsoft Office, Microsoft Excel |
| Soft Skills: | Collaboration, Communication, Adaptability, Leadership, Teamwork |

Experience

Glas Ocean Electric

September 2023 – December 2023

Software Developer Co-op

Halifax, Nova Scotia

- Spearheaded a critical code refactoring initiative, enhancing the maintainability of over 50,000 lines of C code for micro-controllers, aligning with industry best practices and significantly boosting codebase readability.
- Designed and implemented intuitive WPF interfaces using C# in Visual Studio, streamlining the data interaction process with the MongoDB server, resulting in a marked increase in operational efficiency.
- Pioneered the integration of MongoDB with Grafana, delivering powerful data visualizations that transformed raw boat trip data into strategic insights and actionable intelligence.
- Played a key role in a collaborative environment, tackling complex technical challenges and driving the team towards the timely delivery of project milestones.

Cricket Nova Scotia

April 2023 – August 2023

Junior Developer

Halifax, Nova Scotia

- Collaborated with a dynamic team of developers to design and enhance the Nova Scotia Cricket Association (NSCA) website.
- Leveraged JavaScript, HTML, and CSS to create engaging user interfaces, emphasizing front-end development tasks and enhancing user experience.
- Implemented ReactJS to introduce dynamic elements and elevate website interactivity, utilizing React APIs for efficient component-based development and state management.
- Championed Agile methodologies, actively participating in sprint planning, daily stand-ups, and iterative development cycles to ensure project success.

Projects

Online Record Store | *SQL, JavaScript, PHP, Bootstrap*

September 2023

- Designed and implemented the user authentication system, ensuring secure access to user accounts and protecting sensitive information.
- Developed the core functionality of the shopping cart feature, allowing users to add and remove items dynamically while maintaining data integrity.
- Integrated MySQL database functionality to store and retrieve product information, user data, and transaction records efficiently.

Trello Clone | *React, Spring Boot, MySQL, Postman*

June 2023

- Collaborated in the design and development of a Trello clone application, replicating the core functionality and user experience of the original Trello platform.
- Implemented frontend components using React, incorporating dynamic features and interactive elements to facilitate user engagement and productivity.
- Integrated frontend components with RESTful APIs developed in Spring Boot, ensuring seamless communication and data flow between the frontend and backend systems.
- Conducted rigorous testing and debugging using Postman, validating API endpoints and ensuring consistent functionality across different scenarios.

Battleship Game | *Java - Object Oriented Programming*

June 2022

- Successfully implemented a 2-player game of Battleship in Java and applied fundamental concepts such as conditionals, Boolean variables, input validation, loops, and arrays to create a functional and interactive game.
- Utilized an integrated development environment (IDE) like IntelliJ to enhance productivity and code quality, demonstrating a commitment to efficient software development.
- Designed and implemented algorithms for board initialization, boat placement, and gameplay logic, showcasing strong algorithmic, effectively managed, and manipulated 2D arrays to represent game boards, emphasizing a sound understanding of data structures and system design.