# JAY KADAM

+1 (864)-771-2308 • jkadam@clemson.edu • LinkedIn • Portfolio

## EDUCATION

**MS, Computer Science** Aug 2024 - May 2026
Clemson University, Clemson, SC

**B.E, Information Technology** Aug 2017 - May 2021
University of Mumbai, Mumbai, India

## TECHNICAL SKILLS

**Programming Languages:** C/C++, C#, Python, HLSL (Shader)
**Frameworks and Tools:** OpenGL, Pygame, ServiceNow
**Databases:** MongoDB, Firebase, PostgreSQL
**DevOps:** Git, Plastic SCM, Perforce, Docker
**Software:** Unity3D, Visual Studio Code, JetBrains Rider, Blender, Vim
**Additional Skills:** Adobe Creative Suite, 3D Mathematics, Physics-based Collision

## PROFESSIONAL EXPERIENCE

**Kesari Tours, Mumbai, India: Python Developer Intern** Dec 2022 – Jun 2023

- Engineered a comprehensive flight reservation application leveraging PostgreSQL technology which included critical functionalities for real-time bookings and interactive seat selections; increased transaction speed by 30%.
- Developed a highly accurate smile detection system using OpenCV and NumPy on Raspberry Pi, allowing real-time recognition via webcam for interactive applications with less than 200 milliseconds response time.
- Programmed GPIO pins to trigger a solenoid lock activation based on smile detection, achieving real-time responsiveness and enhancing interactive application performance during testing phases by over 25%.
- Delivered an engaging team presentation highlighting the smile detection system's 98% accuracy rate and potential applications in security, interactive entertainment, and automation for industry-specific use cases.

**ATOS Global IT Solutions and Services, Mumbai, India: Associate Engineer** Jan 2022 – Nov 2022

- Spearheaded ticket management processes for over 100 global companies, including Lockheed Martin, Humana Inc., and MTA, ensuring timely resolution of critical IT service requests and escalations.
- Streamlined incident management processes through effective execution of CRUD tasks in ServiceNow; ensured minimal disruption to high-priority operations and achieved an average resolution time reduction of 20%.
- Coordinated efforts with cross-functional teams to troubleshoot complex IT issues, leading to the resolution of over 150 incidents monthly and improving overall response efficiency within high-demand environments.
- Facilitated secure access management by processing network change requests and granting/revoking permissions for Atos technology/services, reinforcing data integrity and compliance.
- Streamlined communication channels and implemented a centralized ticketing system that reduced average response time by 30%, improving overall customer satisfaction.

## PROJECTS

**Mother | 2D-Game Engine Construction Project** Aug 2024 - Dec 2024

- "Mother" is a 2D dialogue-based horror game in Pygame, featuring custom pixel art assets designed in LibreSprite, a 60 FPS architecture, and state machines for movement and interactions.
- Implemented an engaging conversation engine that activated contextually relevant speech bubbles, crafting memorable experiences for users while delivering key plot points sharply increasing session duration metrics by roughly two minutes per walkthrough session.

**EmpoCop: Policing with Empathy| Game Design Project** Aug 2024 - Dec 2024

- Developed "EmpoCop," an interactive Unity3D-based training scenario utilizing Mixamo and MakeHuman for realistic character modeling, placing players in the role of a police officer responding to a domestic disturbance.
- Designed an intricate performance measurement system analyzing four critical metrics: bias awareness, empathy level, de-escalation ability, and community trust that led to improved story outcomes tailored by player interactions during gameplay sessions.