JAY JHAVERI

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EDUCATION

Masters of Computer Science **Sept 2022 – Dec 2023 (Expected)**
University of California, San Diego (UCSD) CGPA: 3.95/ 4
Relevant Courses: Scalable Data/ML Systems, Advanced Data-Driven Text Mining (NLP), Recommender Systems

Bachelor Of Engineering (Computer Engineering) **August 2018 – July 2022**
Vivekanand Education Society's Institute of Technology (VESIT) CGPA: 9.013/ 10
Relevant Courses: Software Development, OOPM (Java), NLP, Web Development, Machine Learning

INTERNSHIP EXPERIENCE

Full Stack Developer, Stealth Startup **Feb 2023 – Present**
- Integrating Python-based DL architecture to a user-friendly Web Application utilizing AWS and React JS.
- Secured $100K in funding in AWS credits from Adobe.

Full Stack Development Intern, Makos Infotech **June 2021 – July 2021**
- Developed Server-side rendering for their main website (Jobaskit.com) utilizing JQuery, PHP, and MySQL, which targets automating the On-campus placement process for various colleges.
- Managed existing and created relational databases using MySQL Workbench and deployed them on AWS.
- Co-pitched the online job placement portal, Jobaskit, to 3 University professors alongside the founder.
- Mentored 2 intern recruits working on the digitalization of the teaching process.

Web Developer Intern, VESIT Renaissance Cell **June 2020 – July 2020**
- Led and managed a team of 6 during the entire duration of the internship.
- Worked on designing and implementing a Django-based Paper Publication Easy-to-use Website for my college, wherein teachers can easily add their newly published work for the students to see.
- Developed a Portfolio Website for our mentor.

Data Analyst Intern, Leadingindia.ai **May 2020 – June 2020**
- Worked in a team of four to build a Vaccine Prediction model on the H1N1 and seasonal flu vaccines to accurately predict the trends of the public acceptance rate (41%) of the Covid-19 vaccine.
- Research Paper was published in Springer & I wrote a Blog showcasing the correlation between the two pandemics.
- Secured first position for the mentioned research project amongst 85 peer groups intercollege.

Android App Developer, Dalvik Apps **Dec 2019 – Jan 2020**
- Designed a Car Coin Collection game using C Sharp (C#) and created a UI-friendly library management system.
- Built an Android app using Android-Java as a substitute for default calling & messaging apps

PROJECTS

Aatmanirbhar Samakraman: Auto File Synchronization Android Application **June 2021 – May 2022**
- ✓ Led a team of 4 to develop an android application that monitors a selected directory and uses multi-part upload methodologies to encrypt and securely upload to the dedicated remote server.
- ✓ Uses a client-server architecture with the server based on python and Node JS backend.
- ✓ Part of my collection of projects, made in collaboration with the Tata Institute of Fundamental Research (*TIFR*).
- ✓ Utilized Google Maps and Sheets API to build a Bootstrap-based website for the live tracking feature of the uploader.

Divya-Drishti: An Independent Aid for the Visually Impaired **Aug 2020 – May 2021**
- ✓ Created a Voice-activated standalone AIOT android application using Raspberry Pi4 to help Visually Impaired People (VIPs) accurately and efficiently detect Indian Currency notes, colors, and everyday objects.
- ✓ Funded by the Mumbai University Minor Research Grant Program.
- ✓ Received feedback, on the android-Java app developed, by National Association for the Blind (NAB)'s members.
- ✓ Achieved a *400%* in net cost reduction compared to products made by OrCam.
- ✓ Published a research paper highlighting the needs of VIPs.

Automated Number Plate Recognition and Parking System **Dec 2019 – Feb 2020**
Built android application connected to a Firebase server to automate security and space availability in car parking systems by monitoring the number plates detected at the exits. Utilized already installed CCTVs at the entry and exit gates of parking lots to save costs. *Tech Used: Tesseract OCR, Firebase, Android-Java, Python*

International Flutter Hackathon: Healthy While Distant **June 2020 - 48 hours**
Devised a user-friendly Flutter app that leveraged smartphones' existing Bluetooth Low Energy (BLE) technology to help users maintain social distancing during the COVID-19 pandemic. The app alerts the user if they come within six feet of another smartphone and includes an additional feature of teaching yoga moves to stay fit while quarantining. *Tech Used: Flutter, Dart, BLE. Achievement: Secured top 150 positions amongst all the teams participating worldwide.*

- **Technical Skills:** Python, Java, Android-Java, Flutter, Dart, Android Studio, Javascript, React JS, Firebase, AWS