**Jay Mehta**

301-275-5433 ● jaymehta0113@gmail.com

**EDUCATION**

**Towson University** | Bachelor of Science in Computer Science - Software Engineering | Minor in Math Expected May 2025

**PROFESSIONAL EXPERIENCE**

**Intern at Science and Technology Corporation** August 2024 - Present

Involved in contributing to and developing projects involving analysis of NOAA satellite data. Defined requirements, estimated cost, wrote, tested, and maintained code.

Key Responsibilities:

* + Created a web app for querying and visualizing data from NOAA’s Amazon S3 bucket based on input parameters
  + Researched file management tactics for AWS buckets
  + Assisting in writing simple programs to speed up small parts of larger tasks

**Intern at American Inns of Court | Alexandria, Virginia** May 2021 - March 2022

Responsible for providing assistance to and collaborating with the Director of Education and Mentoring Programs. Some responsibilities included: researching state laws and reaching out to state officials, designing accredited courses, and organizing data using excel or similar software.

Key Accomplishments:

* Designed accredited continuing legal education (CLE) programs. These programs are used by hundreds of lawyers all over the country to recertify their license.
* Worked with state officials to certify multiple CLE programs, which led to the organization being able to significantly increase the number of people that are able to access their content.

**PROJECTS**

**Data Analysis App**

* Created a web application which can query, visualize, and download data from NOAA AWS buckets based on user defined inputs
* Python/Flask used for backend implementation. Redis is used to store user data in a cache, while cache keys are stored in the browser’s cookies
* HTML/CSS/JS used for frontend implementation.
* Some libraries used: Flask, Redis, Matplotlib, Boto3, Xarray

**Text-based Game**

* Created a single player text-based game completely in vanilla java
* Game allowed player to replay levels, interact with objects, fight enemies, and solve puzzles
* player can gain levels to do more damage, and receives different rewards upon completing levels multiple times

Social Media Web-App

* Created a full stack web application that allows users to post pictures to followers, view feed, private message and more
* Used React for frontend, and JavaScript to build the API/backend.
* MongoDB used for database features

**TECHNICAL SKILLS**

* Java
* C++
* Python
* OS: Windows, Linux, Mac OS
* HTML, CSS, JavaScript
* MySQL
* Swift/SwiftUI
* Git/Github
* AWS