

JAY NAKUM

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EXPERIENCE

Flutter Intern

vigIT Solutions

Jun 2022 - Sept 2022

Rajasthan, India

- Developed and published 2 flutter apps.
- Used and learned api integration.
- [Completion Letter](#)

PROJECTS

Vector Engine — OpenGL, C++, GLFW

[Currently Working](#)

- Developing an open source 3D game engine.
- Engine will support lighting, obj model loading, batch rendering, terrain generation, player movement, collision detection, skybox, animation.

IIC PDEU — Flutter, REST API

[Currently Working](#)

- Currently working on an application for Innovation and Incubation Centre ([IIC](#)), PDEU.
- The app is for managing startups and mentors associated with IIC.

Out For Delivery — OpenGL, C++, GLFW

[Itch.io](#)

- Developed a 2D game using opengl.
- Implemented shaders, textures, transformations and coordinate systems.

CPU Scheduling Simulator — Python, Flutter, Firebase, Google Colab, Jupyter Notebook

[GitHub](#)

- Developed a simulator for process scheduling in Flutter.
- Implemented FCFS, SJF, SRTF and RR algorithms in Python.
- Retrived user input from firebase for scheduling.

Wave — Java

[GitHub](#)

- Developed a single player game.
- Implemented some calculations for an enemy to follow the player automatically.

Portfolio — Github Pages, HTML, CSS, JavaScript

[GitHub](#)

- Created a portfolio website hosted via github pages.

LiViD — Flutter, Firebase, Agora

[GitHub](#)

- Created a live streaming app.
- Implemented agora SDK for live streaming.

eXPe — Flutter, SQLite

[GitHub](#), [Playstore](#)

- Published a simple expense tracker app.

SKILLS

Tech	C++, OpenGL, Flutter, Dart, REST API, Firebase, SQLite, Java, Python, C, SQL, HTML, CSS, Android, Graphics Programming, LibGDX
Developer Tools	Git, GitHub, VS Code, Visual Studio, Eclipse, Google Colaboratory, Jupyter Notebook, Android Studio, Canva
Operating Systems	Linux (Manjaro / Arch), Windows, Android
Fields	Graphics Programming, Flutter Development, Data Structures and Algorithms, Research, Deep Learning, Machine Learning
Soft Skills	Problem Solving, Time Management, Teamwork, Leadership, Accountability, Communication

EDUCATION

School of Technology (Pandit Deendayal Energy University)	Gandhinagar, Gujarat
Bachelor of Technology - Computer Science and Engineering - 9.91 CGPA	Aug 2021 - Present

Shree Amrutlal Veerpal Parekh Technical Institute (Gujarat Technological University)	Rajkot, Gujarat
Diploma - Computer Engineering - 9.74 CGPA	Aug 2018 - Jun 2021

Kendriya Vidyalaya (Central Board of Secondary Education)	Rajkot, Gujarat
X Grade - 85.6%	Apr 2008 - Mar 2018

CERTIFICATIONS

- [Flutter and Dart - The Complete Guide - UDEMY](#)
- [SSIP Project Competition](#)
- [JPMorgan SE Virtual Program](#)

INTERESTS

Graphics Programming, Game/Graphics Engine Development, Flutter, Game AI, Game Development, Artificial Intelligence, Machine Learning, Deep Learning, Software Development, Problem Solving

LANGUAGES KNOWN

- English (Full professional proficiency)
- Hindi (Full professional proficiency)
- Gujarati (Native proficiency)
- Japanese (Elementary proficiency)

HOBBIES

- Playing Guitar