JAY NAKUM

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EXPERIENCE

Flutter Intern (Remote) — Jun 2022 - Sept 2022
vigIT Solutions — Rajasthan, India

- Worked in agile software development model.
- Developed and published 2 flutter apps.
- Completion Letter

PROJECTS

Ray Tracer — C++, CUDA — GitHub

- Learning ray tracing and gpu programming in CUDA.
- Implemented different basic materials such as diffuse, metals and dielectrics.

Happy Face — C++, OpenGL — GitHub

- Developing a scene based opengl renderer, merging all the bits and pieces into one project.
- Implemented shaders, textures, transformations and coordinate systems, lighting, model loading.

BitNCrypt (University Project) — C++ — GitHub

- Designed an algorithm based on the similar concepts of hashing.
- It can be used to generate and manage passwords.

Out For Delivery — C++, OpenGL — GitHub

- Implemented all the basic knowledge of opengl and 2D graphics.
- A pocket tanks like game where you shoot delivery packages.

CPU Scheduling Simulator (University Project) — Python, Flutter, Firebase — GitHub

- Developed a simulator for cpu process scheduling algorithms.
- Implemented algorithms such as FCFS, SJF, SRTF and RR.

LiViD (University Project) — Flutter, Firebase — GitHub

- Developed a live streaming app using Agora SDK.
- This project won 2nd place in SSIP competition for Saurashtra Kutch Region, Gujarat.

eXPe — Flutter, SQLite — GitHub

- Published a simple expense tracker on google playstore.

EDUCATION

Pandit Deendayal Energy University (School of Technology) — Gandhinagar, Gujarat
Bachelor of Technology - Computer Science and Engineering - 9.85 CGPA — Aug 2021 - Present

A. V. 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
Class 1 to 10 - 85.6% — Apr 2008 - Mar 2018

SKILLS

Tech	C++, OpenGL, GLSL, CUDA, Python, Flutter, Firebase, SQL
Developer Tools	Git, GitHub, Visual Studio, VS Code, Android Studio
Operating Systems	Linux (Manjaro / Arch), Windows, Android
Fields	Computer Graphics, GPU Architectures and Programming, Algorithms, Game Engines
Soft Skills	Problem Solving, Time Management, Teamwork, Leadership, Accountability, Explaining and Teaching, Communication

AWARDS AND CERTIFICATIONS

- NPTEL: GPU Architectures and Programming
- EDX: UCSD CSE167x: Computer Graphics
- UDEMY: Flutter and Dart - The Complete Guide
- TRINITY, LONDON: Grade 4 - Theory of Music

ROLES AND RESPONSIBILITIES

- Technical Head — Computer Society of India, Student Chapter PDEU
- Application Development Lead — Google Developer Students Club, PDEU
- General Secretary — The Hackers Meetup, Student Chapter PDEU
- Application Development Head — Encode, Students Club PDEU

LANGUAGES

- English (Professional proficiency)
- Hindi (Professional proficiency)
- Gujarati (Native proficiency)

HOBBIES AND INTERESTS

Guitar Playing, Music Theory, Singing, Music Composing, Staff Notations, Orchestration, Harmonizing, Voicing, Digital Image Processing, Compiler Designing, Cryptography, Theory of Computation, Mathematics, Learning