

JAY NAKUM

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SUMMARY

Jay Nakum is extremely enthusiastic about graphics programming and game engines. He has also explored flutter and android development. Jay enjoys working with people that share similar passions. In his spare time he loves to play guitar and make music.

EXPERIENCE

Flutter Intern

vigIT Solutions

Jun 2022 - Sept 2022

Rajasthan, India

- Developed and published 2 flutter apps with extensive api integration and providers package.
- [Completion Letter](#)

PROJECTS

Vector Engine — OpenGL, C++, GLFW

[Currently Working](#)

- Developing an open source 3D game engine with 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, PDEU](#) to manage startups and mentors associated with it.

Out For Delivery — OpenGL, C++, GLFW

[GitHub](#)

- Implemented shaders, textures, transformations and coordinate systems with OpenGL.

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

[GitHub](#)

- Developed a simulator for process scheduling algorithms in Flutter with python. [University Project]

LiViD — Flutter, Firebase, Agora

[GitHub](#)

- Developed a live streaming app with one to many calling sessions using agora SDK. [University Project]

eXPe — Flutter, SQLite

[GitHub](#)

- Published a simple expense tracker app on [google playstore](#).

SKILLS

Tech

C++, OpenGL, Java, Python, C, PL/SQL, SQLite, DBMS, MySQL, Flutter, Dart, REST API, Firebase, HTML, CSS, Android, LibGDX

Developer Tools

Git, GitHub, VS Code, Visual Studio, Eclipse, Google Colaboratory, Jupyter Notebook, Android Studio, Canva MySQL Workbench, Visual Paradigm, LaTeX

Operating Systems Fields

Linux (Manjaro / Arch), Windows, Android Graphics Programming, Flutter Development, Data Structures and Algorithms,

Soft Skills

Research, Deep Learning, Machine Learning Problem Solving, Time Management, Teamwork, Leadership, Accountability, Communication

EDUCATION

School of Technology (Pandit Deendayal Energy University)
Bachelor of Technology - Computer Science and Engineering - 9.91 CGPA

Gandhinagar, Gujarat
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)
Class 1 to 10 - 85.6%

Rajkot, Gujarat
Apr 2008 - Mar 2018

AWARDS AND CERTIFICATIONS

- [UCSD CSE167x: Computer Graphics](#)
- [Flutter and Dart - The Complete Guide - UDEMY](#)
- [SSIP Project Competition](#)
- [JPMorgan SE Virtual Program](#)

INTERESTS

Computer Graphics, Game/Graphics Engine Development, Flutter, Game AI, Game Development, Artificial Intelligence, Machine Learning, Deep Learning, Software Development, Problem Solving, Algorithmic Solving, Competitive Programming (CP)

LANGUAGES KNOWN

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

HOBBIES

- Playing Guitar