

# JAY NAKUM

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Linkedin: <https://www.linkedin.com/in/JayNakum> ◊ GitHub: <https://github.com/JayNakum>

## SUMMARY

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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

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### 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

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### 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.

### Out For Delivery — OpenGL, C++, GLFW

[Itch.io](#)

- 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]

### Portfolio — Github Pages, HTML, CSS, JavaScript

[GitHub](#)

- Created a portfolio website hosted via github pages.

### 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

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### 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

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**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

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

## INTERESTS

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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

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

## HOBBIES

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- Playing Guitar