JAY NAKUM

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EXPERIENCE

Flutter Intern (Remote) Jun 2022 - Sept 2022 vigIT Solutions Rajasthan, India • Developed and published 2 flutter apps. • Worked in agile software development model. • Completion Letter **PROJECTS** Happy Face — Computer Graphics and Game Engines — C++, OpenGL GitHub • Scene Based OpenGL Renderer. Primarily a playground to experiment and dive deep into advance concepts. **ZapDecrypt** — Algorithms and Cryptography — C++ GitHub • Demonstrates a concept that how an executable file can be protected from disassembly. • It is based on a very small cryptography technique designed by me called CogMaze. **BitNCrypt** — Algorithms and Cryptography — C++ GitHub • A hashing based encryption algorithm used to generate and manage passwords. [University Project] Out For Delivery — Computer Graphics and Game Development — C++, OpenGL GitHub • A basic pocket tanks like game where the ordered packages are delivered via a cannon. Cpp Log - C++GitHub • A simple header only C++ logging library with filter levels and timestamps. CPU Scheduling Simulator — Algorithms and Flutter Development — Python, Flutter, Firebase GitHub • A simulator for OS process scheduling algorithms with Python and Flutter. [University Project] **Breakout** — Game Development and Object Oriented Programming — Java, Swing GitHub • Recreated the bricks breaker game. **Snake** — Game Development and Object Oriented Programming — Java, Swing GitHub • Clone of the classic nokia snake game. Flappy Bird Clone — Game Development and Object Oriented Programming — Java, Swing GitHub • Made a flappybird clone in Java with a friend. Wave — Game Development and Object Oriented Programming — Java, Swing GitHub • My very first game. Learnt from youtube. LiViD — Flutter Development — Flutter, Firebase, Agora GitHub

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

GitHub

• Published a simple expense tracker app on google playstore.

eXPe — Publishing and Flutter Development — Flutter, SQLite

EDUCATION

School of Technology (Pandit Deendayal Energy University)

Bachelor of Technology - Computer Science and Engineering - 9.85 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

SKILLS

Tech	C++, OpenGL, GLSL, Python, Flutter, Dart, Firebase,
	Java, C (Programming Language), SQL, PL/SQL, LibGDX
Developer Tools	Git, GitHub, Visual Studio, VS Code, Google Colaboratory, Jupyter Notebook,
	Eclipse, Android Studio, Canva, MySQL Workbench, Visual Paradigm, LaTeX
Operating Systems	Linux (Manjaro / Arch), Windows, Android
Fields	Computer Graphics, Game Engines, Graphics Programming, Algorithms, Research,
	Data Structures, Artificial Intelligence, Machine Learning, Flutter Development
Soft Skills	Problem Solving, Time Management, Teamwork, Leadership, Accountability,

Explaining and Teaching, Communication

AWARDS AND CERTIFICATIONS

• UCSD CSE167x: Computer Graphics

• Flutter and Dart - The Complete Guide - UDEMY

• 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, Game Engines, Algorithms, Compiler Designing, Cryptography, Theory of Computation, Mathematics, Learning