

JAY NAKUM

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EXPERIENCE

Flutter Intern (Remote)

vigIT Solutions

Jun 2022 - Sept 2022

Rajasthan, India

- Developed and published 2 flutter apps.
- Worked in agile software development model.
- [Completion Letter](#)

PROJECTS

Happy Face — C++, OpenGL

[GitHub](#)

- Scene Based OpenGL Renderer. Primarily a playground to experiment and dive deep into advance concepts.

ZapDecrypt — 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 — C++

[GitHub](#)

- An algorithm for password generation and management. [University Project]

Out For Delivery — C++, OpenGL

[GitHub](#)

- A basic pocket tanks like game where the ordered packages are delivered via a cannon.

Cpp Log — C++

[GitHub](#)

- A basic header only C++ logging library with filter levels and timestamps.

CPU Scheduling Simulator — Python, Flutter, Firebase, Google Colaboratory

[GitHub](#)

- A simulator for OS process scheduling algorithms with Python and Flutter. [University Project]

Breakout — Java, Swing

[GitHub](#)

- Recreated the breicks breaker game.

Snake — Java, Swing

[GitHub](#)

- Clone of the classic nokia snake game.

Flappy Bird Clone — Java, Swing

[GitHub](#)

- Made a basic flappybird clone in Java with a friend.

Wave — Java, Swing

[GitHub](#)

- My very first game. Learnt from youtube.

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](#).

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, REST API, Firebase, Java, C (Programming Language), SQL, PL/SQL, LibGDX, HTML, CSS, Android
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, Communication

AWARDS AND CERTIFICATIONS

- [UCSD CSE167x: Computer Graphics](#)
- [Flutter and Dart - The Complete Guide - UDEMY](#)

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

Application Team Core Member — ACM, Student Chapter PDEU

LANGUAGES

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

INTERESTS AND HOBBIES

Guitar Playing, Music Theory, Singing, Game Engines, Algorithms, Compiler Designing, Cryptography, Mathematics