Jashandeep Singh

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EDUCATION

Bachelor of Science in Computer Science **Graduated: July 2022**
California State University, Stanislaus Turlock, CA
Cumulative GPA*:* 3.53/4.0 (Cum Laude)

LANGUAGES AND TECHNOLOGIES

- **Languages:** Java, C++, Python, JavaScript, Swift, HTML
- **Technologies:** Git, Arduino, Eclipse IDE, Android Studios, GNU Radio, XCode, Cameo

TECHNICAL EXPERIENCE

Northrop Grumman **San Jose, CA**
Software Engineer **August 2022 – Present**

- Working on a Platform for AI Deployment (PAID) creating a SWaP constrained hardware/software hosting platform with GPP and GPU resources which included adding the ability to use GPUs to process data using AI/ML algorithms.
- Analyze street-level videos to find individuals exhibiting patterns of interest using the DeepStream video processing app, and **Kubernetes** deployment of YAMLs for various video processing containers.

Northrop Grumman **Colorado Springs, CO**
Software Engineer Intern **June 2021 – July 2022**

- Programmed and debugged files and scripts written in **C++** and **Python** for the counter hypersonic campaign, which included modeling a direct communication link between flying interceptors and an overhead pLEO satellite.
- Implemented a distribution list on Outlook using **Python** scripts, which generated synthetic data using machine learning based on specific times and number of people inside a building.
- Worked on a high-altitude balloon project where the assigned task was creating a Software-defined radio (SDR) using **Raspberry Pi** and HackRF One.

University of California, Merced **Merced, CA**
Research Intern **June 2019 – August 2019**

- Developed simulations in **C++** on the collective behavior of self-propelled particles, as well as groups of robots, which contributed to research for reducing the flow of traffic for cars.
- Wrote **C++** scripts to evaluate how the geometry of confining boundaries affects collective motion using autonomous robots (kilobots) as a model system.

SOFTWARE PROJECTS

Finance Monitoring App Technologies: Java, Android Studio

- Created an **Android** application that provides a platform to budget finance expenses, monitor income, and efficiently allocate resources.
- Architected and implemented the home landing page, login page, and forget password features by coding the client in **Java** and creating **REST** calls to the backend servers.

Interactive Study Platform iOS App Technologies: Swift, XCode

- Built an **iOS** application in Swift that allows users to study information through interactive tools and animations.
- Enabled end-users to create and modify resources with customizable input on the UI.

LEADERSHIP AND AWARDS

- **1st Place at CS4ME Hackathon:** Awarded 1st place for building the best hardware project, out of 33 registered hackathon participants.
- **NSF S-STEM Scholarship Recipient:** Awarded a $34,000 scholarship by the National Science Foundation for demonstrated leadership and strong academic performance in Computer Science.