

# Jay Parekh

720 W 27th Street, Apt. 357, Los Angeles, CA 90007 | +1 (213)-725-8724  
jmparekh@usc.edu | linkedin.com/in/jaymparekh

## EDUCATION

- **University of Southern California** August 2019 – (Expected) May 2021  
Master's in Computer Science  
Relevant Coursework: Analysis of Algorithms, Foundation of Artificial Intelligence
- **University of Mumbai, India** August 2015 – May 2019  
Bachelor of Engineering in Information Technology (CGPA of 8.85/10)  
Relevant Coursework: Data Structure and Algorithm Analysis, Cloud Computing, Image Processing, Computer Graphics

## SOFTWARE SKILLS

- Programming Languages: Proficient in C++, Python. Intermediate in Java, MySQL, C.
- Software: Microsoft Office, Adobe Photoshop, Hammer World Editor, Anaconda.
- Web Technologies: HTML5, CSS3, JavaScript, PHP, jQuery.
- Platforms: AWS, Windows, Linux, Git, Docker.

## PROFESSIONAL EXPERIENCE

**Bigshine Media & Entertainment, Mumbai, India** July 2017 – February 2019

*Chief Technical Officer*

- Led operations of 4 subsidiaries: Mammoth Media, Mammoth Gears, Ironhead Productions and Mammoth Gaming.
- Headed a group of 3 in developing 3 websites (both front-end and back-end).
- Communicated, co-ordinated and contacted large companies such as Cooler Master, Zowie by BenQ, Circle Gaming, USports and Entity Gaming.
- Supervised technical operations of video games in "U CYPHER SEASON 1" TV show telecasted on MTV India.

## PROJECTS

**Advanced Text Summarization** August 2018 – May 2019

- Developed a Machine Learning system that effectively summarizes text documents based on different types of users.
- Researched, analysed and implemented Natural Language Processing and Machine Learning models such as Sequence 2 Sequence, TextRank, Beam Search, Deep Recurrent Generative Decoder, Gensim, and PyTeaser.
- Devised a custom hybrid model combining Extractive and Abstractive Summarizations. Combined ROUGE and BLEU metrics to create a custom metric which yields accurate results of the generated summary.

**Online Gaming Server Control Panel** January 2018 – February 2018

- Built a user-friendly website displaying live scores of a Counter-Strike: Global Offensive competitive match being played anywhere online.
- Python, CSS3 and HTML5 technologies were used to develop back-end and front-end.
- Website hosted on an Ubuntu Linux server deployed on Amazon Web Services (AWS) cloud platform.

**Taj Mahal 3D Model** May 2015 – June 2015

- Designed a 3D model representation of the Taj Mahal in 3 weeks.
- Software used- Hammer World Editor, Adobe Photoshop.
- Integrated into Valve's Source Engine to turn it into a virtual interactive environment for the video game Counter-Strike: Global Offensive.

## PUBLICATIONS

**Data Visualization and Improving Accuracy of Attrition Using Stacked Classifier**

- Authored and published this paper in the International Journal of Engineering Development and Research (IJEDR) Volume 6 Issue 4, ISSN – 2321-9939.
- Employed data visualization techniques to uncover trends in employee attrition.
- Achieved 90.65% accuracy in attrition value prediction of an employee by using Stacked Classifier ensemble model with Adaptive Boosting, Support Vector Machine and Decision Tree Classifier algorithms.

## EXTRA-CURRICULAR ACTIVITIES

- **3D Modelling Workshop:** Volunteered to teach 3D modelling to juniors with an interest in Computer Graphics. Conducted 7-week workshop online with 500+ students and mentored a few students in creating 3D levels.
- **Community Developer:** Served as Head of Technical Operations to develop and configure over two dozen gaming servers which catered to 100,000+ users. Organized and executed over 20 eSports events.
- **Map Making:** Created 50+ maps with 10+ million views and 1+ million downloads on Steam Workshop platform.