# Jay Parekh

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## EDUCATION

- **University of Southern California** — August 2019 – May 2021
  Master's in Computer Science — *CGPA 3.67/4*
  Relevant Coursework: Web Technologies, Analysis of Algorithms, Foundation of Artificial Intelligence
- **University of Mumbai, India** — August 2015 – May 2019
  Bachelor of Engineering in Information Technology — *CGPA 8.85/10*
  Relevant Coursework: Data Structure and Algorithm Analysis, Web Programming, Computer Graphics, Cloud Computing

## SOFTWARE SKILLS

- **Programming Languages:** Java, C++, Python, C.
- **Web Technologies:** ReactJS, NodeJS, Flask, JavaScript, HTML5, CSS3, Bootstrap, JSON, PHP, MySQL, jQuery, Android Studio.
- **Software:** Unity, Microsoft Office, Adobe Photoshop, Hammer World Editor, Anaconda.
- **Platforms**: AWS, GCP, Windows, Linux, Git, Docker.

## PROFESSIONAL EXPERIENCE

**Amazon.com Services LLC |** *Software Development Engineer Intern* — May 2020 – August 2020
- Developed a Full-Stack end to end service tool, consumed by the Ordering Shopping Cart team.
- Brought down operation time from 4 hours to 5 minutes by automating the existing manual and error-prone process.
- Designed a UI in ReactJS with filtering, sorting, pagination, selection and form validation features.
- Implemented and devised new APIs in Java which act as the middleware between the Front-end and other Back-end components.

**Bigshine Media & Entertainment |** *Chief Technical Officer* — July 2017 – February 2019
- Led operations of 4 subsidiaries: Mammoth Media, Mammoth Gears, Ironhead Productions and Mammoth Gaming.
- Headed a group of 3 in developing 3 Full-Stack websites.
- Supervised technical operations of video games in "U CYPHER SEASON 1" TV show telecasted on MTV India.
- Communicated, co-ordinated and contacted large companies such as Cooler Master, Zowie by BenQ, Circle Gaming, and UTV.

## PROJECTS

**NewsApp – Android Application |** *Android Studio, Java* — April 2020 – May 2020
- Designed and developed an android app to show latest weather information from Openweathermap API and latest news from Guardian API. The app has a feature to bookmark news articles or share them on twitter.
- Used the Google Trends API and MPAndroidChart to graph the latest trends about keywords searched by users.
- Implemented Bing Autosuggest API in the search bar to assist users who are searching for news related to a specific keyword.

**News App – Website |** *ReactJS, NodeJS, AWS* — March 2020 – April 2020
- Built a responsive website using ReactJS and NodeJS which displays latest news from different categories by using New York Times API and Guardian API. Users can share articles via Facebook, Twitter, or Email.
- Implemented an asynchronous select option (Autosuggest) to allow users to search for news based on a keyword.
- Developed a feature that allows the users to comment on news articles and bookmark news articles.

**Advanced Text Summarization |** *Machine Learning, Natural Language Processing, Python* — August 2018 – May 2019
- Developed a ML system that effectively summarizes text documents based on different types of users.
- Researched, analysed, and implemented NLP and ML models such as Sequence 2 Sequence, TextRank, Beam Search, Deep Recurrent Generative Decoder, Gensim, and PyTeaser.
- Devised a hybrid model and new metric which yielded accurate results of the generated summary.

## 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).
- 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.