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JAYESH DOOLANI

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EDUCATION

University of Texas at Arlington — Expected: December 2016
Master of Science (M.S) in Computer Science – Thesis — GPA: 3.88 / 4.00

University of Mumbai — Graduated in August 2014
Bachelor of Engineering (B.E) in Computer Engineering — GPA: 3.54/4.00 (converted)

WORK EXPERIENCE

NICE Systems, Software Engineer Intern, Richardson, TX — June 2016 - August 2016

- Created detailed, comprehensive and well-structured test plans & unit test cases in Java using JUnit & EasyMock and improved existing test coverage of NICE's Workforce Management product by 20%.
- Designed and developed robust automation test framework in Java for Windows RPC client using Silk4J library which considerably reduced the execution time for UI testing from 3.5 hours to 55 minutes.
- Deployed unit tests and automation tests on Continuous integration build systems (Jenkins), managed Jenkins jobs and proposed improvements in existing continuous integration pipeline.

AYOKA Systems, Web Application Developer Intern, Arlington, TX — June 2015 - August 2015

- Developed additional features for enterprise web application built using Grails web framework.
- Improved UI of web application using various JQuery plugins and replacing traditional HTML functionality, which led to aesthetic UI, faster page response time and improved user interaction.
- Developed internal API's to improve code quality and refined codebase to remove 1000+ lines of redundant code.

University of Texas at Arlington, Graduate Teaching Assistant, Arlington TX — January 2015 – May 2016

- Teaching Assistant for 3 consecutive semesters for graduate level course *Software Testing.*
- Mentored and managed a class of 40 graduate students every semester.

RELEVANT SKILLS

Programming Languages: Java, C, Python, Go and JavaScript
Web Technologies & Frameworks: HTML, CSS, XML, JQuery and Grails
Database Technologies: MySQL and MongoDB
Big Data & Cloud Technologies: Hadoop, HDFS and Amazon Web Services (EC2 & S3)
Testing and Build Tools: JUnit, EasyMock, Silk4J, Jenkins and Maven

RELEVANT PROJECTS

Machine Learning Algorithm for Text Classification

- Developed a machine learning algorithm in Python, which learns to classify 20,000 text documents with an accuracy of 86%.

goCI: A Golang powered server for mini Continuous Integration build system (Hackathon project – HackTX 2015)

- Developed an innovative mini continuous integration build server in Go which automatically builds Go code from git repository whenever updated code is pushed and sends build information back to a slack channel.

Browser Game using Phaser.js (A JavaScript based Game framework)

- Researched, designed and developed a novel browser based game in JavaScript using Phaser.js to assist users in memorizing System-assigned passwords.

Fault Tolerant Key-Value store using Membership Protocol

- Designed and developed Membership protocol in Java to achieve 100% completeness and 99.2% accuracy in detecting node failure in an emulated Peer-to-Peer (P2P) network.
- Developed a Key-Value store in Java which supported Create, read, update and delete of Key-Value pairs along with load balancing.

ACHIEVEMENTS

- **3rd place and Fan Favorite Award,** Student Engineering-Week Challenge, UT-Arlington, February 2016
- **Top 10 finalist,** C Programming Contest, University of Mumbai, March 2012