

**NIHAV JAIN**  
 MALE, 21 YEARS  
**M.Sc.(Tech.)Information Systems, BITS Pilani (2011-2015)**  
**CGPA: 6.87/10**

## EDUCATION

ISC (Class XII)	2011	Seth M.R. Jaipuria School, Lucknow	93.2%	2/40
ICSE (Class X)	2009	Seth M.R. Jaipuria School, Lucknow	95.8%	4/43

Electives Completed : Design & Analysis of Algorithms, Number Theory, Multimedia Computing

## INTERNSHIPS

Trainee Software Engineer, **GlobalLogic**, Noida July 2014-Dec 2014

GlobalLogic –Multinational IT company working in the field of Big Data, Mobility, Cloud and Security

- Developed cross-platform mobile applications for Android and iOS using PhoneGap (Cordova) and AngularJS
  - Part of the first team in GlobalLogic which explored PhoneGap application development
- Developed PhoneGap plugins for Android and iOS, primarily related to security and crash reporting
  - PhoneGap plugins for secured user data storage, screenshot prevention, and prevention of using app on rooted/jailbroken devices

Intern, **Bhaskaracharya Institute for Space Applications and Geo-Informatics**, Gandhinagar, Gujarat May 2013-June 2013

BISAG – A government agency to facilitate the use of spatial and geo-spatial technologies

- Developed a Java application which generated shake maps for the given parameters of an earthquake
  - These shake maps help determine the danger level a region faced for the given earthquake
- Developed another Java application to generate the height profile and terrain map of a given Digital Elevation Model
  - This module became a part of the in-house GIS software being developed by BISAG

### Professional Recognition

- Received the BISAG Innovation Challenges Award for the projects

## ACADEMIC PROJECTS

- EAttend**: Android app for marking attendance of students via face recognition; Worked on the face recognition algorithm & integrated it with the PHP back-end; Attendance in BITS is now marked using face recognition
- Compiler Construction**: Developed a full-fledged compiler in C, including the lexical, syntax and semantic analyzer
- Real-time rendering of animated motion through clouds**: User-controlled flying animation through realistic clouds
- Lacuna**: An online arcade game where users navigate through five intriguing levels to search for clues and solve them to win the ultimate treasure; Developed in ActionScript 3.0, with a physics engine of my own
- Pacman**: Modified version of the legendary DOS game Pacman; Developed in ActionScript 3.0

## SKILLS

- Languages**: Java (advanced), C, C++, Python, Objective-C, SQL
- Scripting**: ActionScript 3.0, JavaScript (including AngularJS & JQuery), Google App Scripts
- Mobile**: Android, iOS, PhoneGap (Cordova)
- Libraries/Frameworks**: OpenCV, Box2D, Stage3D for AS3 (Starling and Away3D)
- Animation and Design**: Adobe Flash, Adobe Photoshop
- IDE**: Eclipse, NetBeans, Visual Studio, XCode
- Version Control**: Subversion, Git

## POSITIONS OF RESPONSIBILITY

- CoStAA**n (Head) for **APOGEE 2014**- annual international inter-collegiate technical festival of BITS
  - Member of the Committee of Students for Academic Activities (CoStAA), the primary organizers of APOGEE
  - Organized one of the most successful editions of APOGEE, with over 6000 participants
- Coordinator**, Department of Visual Media(previously known as Dept. of CCTV)/50+ inmates
  - Manage the work for the department which includes development of the websites, registration portals and promotional animation videos for the sports, cultural and technical fest of BITS
- Secretary**, Association for Computing Machinery (ACM) Student Chapter, BITS Pilani (60+ inmates)
  - Manage the organization of various intra as well as inter college programming competitions
  - Mentor and contribute to software projects initiated by students under ACM

## EXTRA-CURRICULAR ACTIVITIES AND ACHIEVEMENTS

- Played in U.P. State Team, for the 55th SGFI National Basketball Championship (Under-19 Boys), 2009-2010
- Won Gold Medal as member of Lucknow city team in 55th State School Basketball Tournament, U.P., 2009-2010

## OTHER INFORMATION

- Developed several online games and fest websites using ActionScript 3.0, JavaScript and PHP
- View all my academic and non-academic projects at my online portfolio <http://nihavjain.info>