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| Technical Skills  Front-End Development  HTML5  CSS3  jQuery  jQuery UI  HTTP Request/Repsonse  Ajax  Responsive Web Development  Languages  Python  JavaScript  Swift 3  Databases  SQL (MySQL, SQLite)  NoSQL (MongoDB)  Mongoose.js  Servers  Flask  Node.js  Frameworks  Django  Express/Socket.io  Angular  Core Data (iOS)  Core Location (iOS)  Twitter Bootstrap  Version Control  Git  Github  JS/jQuery Libraries  Highcharts  tablesorter  fancy input  Arctext.js  Complexify.js  Methodology  OOP  MVC/MTV  RESTful Architecture |  | UI Engineer  Talented, fresh UI engineer looking to make significant and meaningful contributions in the tech field. Over 1450 hours of experience developing a strong working knowledge of ubiquitous programming languages, methodologies, and frameworks. Strongly self-motivated and a highly persistent work ethic with a positive attitude. Proven ability to pick up new concepts and technologies quickly.  Education  **Coding** Dojo, January – April 2017  Full Stack Web Development Program, Triple Black Belt  Completed an intensive 14 week, full-time web development program, including the introduction, implementation, and iteration of various web projects over 3 full stacks. Earned a triple black belt which is the highest recognition given to the top students.  **University of California, San Diego**, September 2010 – June 2015  Bachelor of Science in Cognitive Science with Honors  Upper Division Major GPA: 3.93 Total GPA: 3.52  Experience  **Etkin Lab**, Stanford School of Medicine July 2015 – September 2016  Volunteer Research Assistant  Tested and debugged complex source code (brain-wave artifact rejection algorithm) in MATLAB for a top Stanford psychiatry lab. Introduced to the Python programming language and the Unix shell. Provided timely assistance in human research experiments targeting new treatments for mental disorders in veterans.  Projects\*  User Dashboard (akashj.pythonanywhere.com) Web app allowing users to login/register, manage other users, post messages and comments on each other’s walls (similar to Facebook), and edit their personal information. Includes full-fledged login/registration functionality including back-end validations. Utilizes knowledge of MTV architecture and password encryption.  Tech – Python, Django, SQLite, Twitter Bootstrap, jQuery, JavaScript, HTML5, CSS3  Pac-Man **(ajag408.github.io/pacman)** A simple rendition of the popular game Pac-Man. Highlights include the face of Pac-Man/Pac-Woman changing direction based on which way they are moving, a pseudo-randomly moving ghost, and cherries worth extra points.  Tech – HTML5, CSS3, JavaScript  1942 (ajag408.github.io/1942project) A game designed entirely using HTML, CSS, and JavaScript. Features include the ability to move the hero, collision detection, and an explosion sound when the bullet hits the target.  Tech – HTML5, CSS3, JavaScript |
|  |  | \*projects not mobile friendly |

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