# AYUSH JAIN

20320 Michael Ct., Cupertino, CA 95014 | H: (408)-973-1316 | C: (408)-398-9117 | ayushajain@gmail.com

## HIGHLIGHTS

- Competitive Programmer
- Code Hacker (Full Stack)
- Electronics Enthusiast
- Robotics
- 3d (Unity & Maya)
- Machine Learning (Octave, Matlab)
- Self-starter
- Team player
- Web Development

## ACCOMPLISHMENTS

- Created personal website -- ayushajain.com **June 2015 - Present**
- 1st place at HP Code Wars **March 2016**
- Myo Award at AngelHack **July 2015**
- Social Network Award at Make Hacks **November 2015**
- Developed the techlab.education website **August 2015**

## EXPERIENCE

**06/2015 to 08/2015** **Summer Intern**

**Techlab Education** - Saratoga, CA

- Taught children (ages 8 - 16) how to code in Java and Python
- Lead the Web Development and Arduino classes
- Worked as a part time developer on projects to improve the company

## PORTFOLIO

- **DextoLabs (dextolabs.github.io)** **July 2015**
  Dexto is a revolutionary product that translates electromyographic signals into readable data using the Bayesian Classifier algorithm. Our web interface models movements in the user's arm through a 3D model. This product was created at Angel Hack 2015 and won the Myo Award and 2nd place for the Autodesk 3D Award.
- **iStitch (istitch.github.io)** **July 2015**
  iStitch is an image processing web application for corneal nerve quantification. It stitches images and videos into montages using the OpenCV stitching algorithm. It then filters the montages to isolate nerves and calculate statistics. Statistics include: corneal nerve fiber tortuosity (CNFT), corneal nerve branch density (CNBD), corneal nerve fiber density (CNFD) and corneal nerve fiber length (CNFL).
- **FireAuth** **November 2015**
  FireAuth is a NodeJS package/framework that simplifies and extends the Firebase authentication system.
- **FireCRUD** **December 2015**
  Created a generic JS/HTML open source framework to enable a CRUD screen on the Firebase database.
- **Aquaponics** **June 2015**
  As an intern at Techlab Education, I created a fully-functioning, self-sufficient aquaponics environment using an Arduino, electrical components, plastic gallons, and PVC.
- **Cupertino High Robotics Software Captain** **October 2013 – June 2015**

Managed team 7128's software team which included leading freshman and sophomore teammates. Also worked heavily on the team's autonomous code.

- **Maya 3D Model Design** **April 2013**
  Began using Autodesk Maya to create 3D models and animations
- **Unity Game Development** **June 2012**
  Created 3D first person shooter games using C# and the Unity game dev environment. Created basic AI bots for a single player game.
- **Tech Challenge** **April 2010**
  Created a remote controlled 6-ft elevating robot that simulated the attachment of thrusters to satellites.
- **Hackathons Attended**
  AT&T Hackathon, HS Hacks, Teen Hacks, AngelHacks, HackingEDU, Make Hacks, Los Altos Hacks

## EDUCATION

Cupertino High School Cupertino, CA
(Recent Grade: 4.0 unweighted GPA, 4.7 weighted GPA)

**Relevant Courses**

AP Computer Science, Coursera Machine Learning