

BEVAN JACINTO

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EDUCATION

Master of Science - Computer Science and Engineering, Santa Clara University

June 2023

Bachelor of Engineering - Information Technology, University of Mumbai

October 2020

SKILLS

Programming Languages: Java, Python, JavaScript, Typescript, Dart, C/C++, Windows, Linux.

Database: SQL, MySQL, MongoDB, Firebase

Web Technologies: HTML5, CSS3, Bootstrap, Chakra UI, Material UI Node, Express, PHP, Ajax, Angular, React.

Software and tools: Arduino, XAMPP, AWS, Docker, Git/Github, Flutter, Figma.

EXPERIENCE

Software Engineer

September 2023 - present

SCU Frugal Innovation Hub

Santa Clara, CA

- Designed UI and widgets for various application components using Figma.
- Developing cross-platform full-stack applications using Flutter and Dart, with Firebase for backend support.
- Proficiently utilized Git for collaborative work with team members.
- Collaborated with non-profit organizations to create informative applications catering to people with disabilities.

Software Engineer

Jun 2022 - Aug 2022

Rocket Central

Detroit, MI

- Played an integral role in supporting daily operations by actively participating in code reviews as well as implementation of changes and enhancements to the Rocket Mortgage Application websites.
- Crafted validation scripts for multiple forms in Angular and Typescript to enhance the reliability and eliminate bugs in the purchase flow for various products within the Rocket group of companies.
- Leveraging Git and GitHub for code management, version control and continuous integration.
- Developed high-performance applications using Angular and Typescript in five different Rocket Mortgage applications used by the 2.5 million clients.

Software Engineer

Sep 2020 - Aug 2021

Reliance Jio

Mumbai, India

- Served as a software developer, responsible for implementing user interface (UI/UX) designs using HTML, CSS, Bootstrap and frontend technologies like Angular.
- Played a key role in implementing changes to web pages across five distinct Reliance products.
- Designed and developed Data Visualization Web Dashboards using Angular, TypeScript, and Highcharts JS. These dashboards presented tabular and graphical representations of KPIs (Key Performance Indicators), such as User Retention and Churn Rate, for various Jio Media applications.
- Delivered an 80% reduction in manual queries and significantly improved the efficiency of report generation, enhancing the analysis of key performance metrics and aiding decision-making for Jio Media applications.

Software Engineer

Jun 2019 - Feb 2020

Tata Consultancy Services

Mumbai, India

- Designed and developed reusable React components using HTML, CSS, and TypeScript to enhance Tata Consultancy Services web pages, ensuring code maintainability and consistency.
- Created user-friendly forms and dashboards using React and Bootstrap, facilitating seamless claim report filing for TCS's claims department, fostering improved communication between HR and 10,000 employees.
- Used Git for collaborative version control and code review, ensuring efficient code management.
- Utilized Node.js and Express.js to develop RESTful services within React, enabling efficient retrieval of employee data across multiple pages, optimizing data management and accessibility.

PROJECTS

STOCK MARKET PREDICTION USING MACHINE LEARNING:

- Developed an LSTM model achieving an 85% prediction accuracy for stock prices using Python.
- Engineered a software application for deploying the machine learning model, leveraging Tkinter, Scikit-learn, Pandas, NumPy, and TensorFlow libraries.

MEDLABS:

- Created a dynamic website from the ground up, employing HTML, CSS, and JavaScript for the front-end development.
- Engineered the back-end infrastructure of the website using PHP and MySQL, incorporating a robust shopping cart system.

GAME HUB:

- Developed a game listing website clone using React, Vite, and Typescript.
- Integrated frontend frameworks including Chakra UI and Bootstrap to enhance the user interface and experience.
- Implemented data fetching from the RAWG API to dynamically populate and display games in a grid format on the webpage.