

## EDUCATION

**May 2017**

Purdue University, West Lafayette, Indiana  
Bachelor of Science in Computer Engineering - **GPA: 3.46 / 4.0**

**Relevant Coursework:** Data Structures & Algorithms, OOP- Java & C++, Scripting Languages, Intro to Computer Security, Full Stack Web Development, Machine Learning

## WORK EXPERIENCE

**Magnus Health, West Chester, PA**

**June 2016- Present**

*Software Development Intern*

- Developing a REST API that would allow clients to utilize Magnus Health web application and database, with a single sign-on from their websites
- Stack - Java EE, Maven, Redis, Hibernate, MySQL

**Atlink Communications Inc., Houston, TX**

**May 2015 – August 2015**

*Software Development Intern*

- Collaborated with a team of 3 and developed an AR android app that determines the locations of gas, electricity and water lines for the purpose of digging projects
- Gained insight about using APIs by implementing the Google Maps API
- Learned about data management in resource-constrained environments by implementing the SQLite database
- Individually oversaw and molded the UX & UI design of the application, based on basic design principles

**Computer Science Department & Physics Department, Purdue University**

**Spring 2015 – Fall 2015**

*CS 159 Teaching Assistant & Physics 172 Teaching Assistant*

- Led a weekly lab session and graded assignments for around 25 students
- Furthered my communication skills while mentoring the students and collaborating with them to make the course more interesting and enjoyable
- Incorporated bi-weekly feedback in order to make the course more adaptive

## PROJECTS

**Xpense (HackIllinois 2016)**

- A dynamic web application geared towards college students, that promotes investing on top of saving and helps college students make smart investment decisions.
- Learnt HTML, material CSS design and JQuery.

**Shoot-Through (Fall 2015)**

- A shooting game similar to Mario, with an interactive UI and two different levels of difficulty.
- Learnt game design and development, game testing, level design, resource management, etc.

**Huffman Coding(Fall 2015)**

- A C program that can compress and decompress a text document using Huffman compression & decompression
- Learnt data structures, bit manipulation, and the concept of Huffman coding.

**Atlink 811 (Summer 2015)**

- An augmented reality android application that gives real-time location information of any gas, water, electricity lines etc., which eliminates the need to call 811.
- Learnt android application development, SQLite databases, using different APIs.

## SKILLS

- **Programming Languages** – Python, Java, C, JavaScript, C++
- **Web Development-** HTML, CSS, JQuery, AngularJS, Node.js
- **Platform & Tools** – Linux, Android, GIT, SVN, MySQL, SQLite, Mongoddb, Valgrind, GDB, GraphLab, Maven, Redis
- **Libraries** – numpy, Tensorflow

## HONORS, AWARDS, & ACTIVITIES

Eli Shay Scholarship  
Charles W. Brown ECE Scholarship  
Best use of Capital One API (<https://github.com/jain98/Xpense>)  
Purdue University Dance Marathon(Dancer)  
Purdue Speech & Debate Club

**Fall 2016 & Spring 2017**  
**Fall 2015 & Spring 2016**  
**HackIllinois 2016**  
**Spring 2015**  
**Fall 2013 – Spring 2014**