

# JASRAJ SINGH KOCHHAR

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## EDUCATION

**University of California, Irvine** | Donald Bren School of Computer Science

June 2019

*Bachelor of Science in Computer Science and Engineering*

**GPA:** 3.59/4.00

## PROFESSIONAL EXPERIENCE

**Wing** | Irvine, CA

October 2017 - Present

*Web Developer*

- Led a team of three developers and built the company page entailing founder's background and services
- Developed a user dashboard using Java Script and HTML using the framework provided by the founder

**The Future Wear** | Mumbai, India

July 2016 – September 2016

*Web Developer*

- Worked as the only web development intern at one of India's largest e-commerce fashion company
- Assisted the department in re-developing the company's website for a more user-friendly experience
- Strengthened my interpersonal and communication skills by working in a team of 6 to survey 200 users and re-design and maintain website for improving user-interface and overall sales of the company

## LEADERSHIP AND PROJECTS

**Sigma Nu Fraternity** | Irvine, CA

January 2017 – January 2018

*President (January 2018 – Present)*

- Managed a chapter of 50 brothers and organized 15 academic and social events with chapter alumni and faculty sponsors for professional development, networking and soft skills training for chapter members
- Attended National Chapter conference and worked closely with the Directors of the National Chapter to reframe constitutional clauses in the charter that were slacking to ensure overall consistency

*Treasurer (January 2017 – December 2017)*

- Led the bi-weekly meetings as the chair of all departments and managed an annual budget of \$25,000 for the Lambda Omicron Chapter to allocate finances towards rent, supplies, labor, stationery and clothing
- Eliminated chapter debt of \$4,000 within six months by discussing logistical issues with National Chapter

**Hackathon UCI** | Irvine, CA

January 2016

*Team Leader*

- Selected based on academic merit to attend and compete at UCI's premier Hackathon Conference 2016
- Led a student team and built a utility application for home care by integrating Internet of Things (IoT)

**ICS 32 - Othello & Connect-Four**

January 2016 – March 2016

- Designed applications of the Othello and Connect-Four game by creating game logic for both on Python
- Used Tkinter from the Python library to construct a fluid user interface for Othello
- Programmed a single-player game using Python for Connect-Four to play against the server

**Exploring API & Formatting Data**

January 2017

- Acquired license from MapQuest and applied their API to download and parse destination details
- Translated Json response to Python dictionaries and displayed correct routes

**Personal Projects – Bounce Ball & Air Hockey Game**

June 2016 - September 2016

- Developed a bouncing ball obstruction game and single-player air hockey game that plays against AI
- Strengthened technical skills in using UNITY-3D by building both games on this platform

## SKILLS & INTERESTS

**Skills:** Highly proficient in Python, C++, Java, Unity-3D, Web Press, Kali Linux, Photoshop, Microsoft Word, Excel and PowerPoint, Native-level proficiency in English, Hindi and Punjabi

**Interests:** Surfing, Cricket, Gym, Car Restoration, Udemy Courses