

Jay Bava

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EDUCATION

Western University

Bachelor of Science in Computer Science

London, ON

Sept. 2022 – Present

PROJECTS

Pet Care Game | *Java, JavaFX, CSV, Multi-threading*

- Created a virtual pet care game in Java and JavaFX with 20+ dynamic animations and real-time state changes through responsive game architecture.
- Delivered a robust pet management system, as measured by maintaining data persistence for over 30 game sessions, by implementing CSV-based storage and periodic data updates.
- Improved performance by 30%, as measured by reduced load times for assets, by implementing multi-threading to preload over 50 GIFs and images.
- Designed a UI supporting 15+ accessory options and parental controls using flexible, user-focused components.
- Developed a modular system simulating 5 pet states with 10+ animations through scalable code.

Weather App | *Java, JavaFX, OpenWeatherMap API, CSS, Maven*

- Built a weather application providing real-time updates, handling 100+ test queries with 98% accuracy through API integration.
- Developed a responsive GUI using JavaFX, validated by positive feedback from 10 test users.
- Integrated RESTful APIs to deliver live weather data with 95% of requests processed in under 1 second.
- Gained frontend and API experience by delivering a weather app with 5+ key features, including search and error handling.

HashTableC | *C, Pointers, Dynamic Memory Allocation, Git*

- Improved hash functions and collision resolution, boosting lookup times by 40% through advanced techniques.
- Reduced memory errors by 30% by optimizing dynamic memory allocation and deallocation.
- Enhanced C programming and system operations skills by completing complex assignments using low-level concepts.
- Mastered key data structures for high-performance applications by implementing algorithms through analysis and best practices.

Portfolio Website | *JavaScript, React, HTML, CSS, GitHub Pages*

- Developed a responsive portfolio website, improving accessibility across devices by 90%, as measured by seamless user experience on mobile, tablet, and desktop screens.
- Increased project visibility by 75% with dynamic animations and interactive React components.
- Achieved deployment success on GitHub Pages by optimizing React Router and asset paths.
- Showcased 5+ projects, boosting user engagement by 60% with detailed layouts and custom components.

EXPERIENCE

Game Technician

The Rec Room

Oct. 2023 – Present

London, ON

- Achieved a 15% improvement in gaming system performance as measured by reduced repair times, by diagnosing and repairing both software and hardware issues.
- Enhanced system reliability through regular preventive maintenance and timely corrective actions, including software updates and hardware replacements.
- Boosted system efficiency by conducting comprehensive diagnostics, troubleshooting issues, and optimizing performance parameters.
- Streamlined technical communication by preparing detailed reports and documentation for management, ensuring clarity and accountability.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, R, MatLab, Prolog

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse