

# Jay Bava

647-996-3687 | [jbava@uwo.ca](mailto:jbava@uwo.ca) | [linkedin.com/in/jay-bava](https://www.linkedin.com/in/jay-bava) | [github.com/jaybava](https://github.com/jaybava)

## EDUCATION

---

### Western University

*Bachelor of Science in Computer Science*

London, ON

*Sept. 2022 – Present*

## PROJECTS

---

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

- Developed a virtual pet care game in Java and JavaFX with dynamic animations and state management.
- Implemented a robust pet management system using CSV for persistent data storage and updates.
- Utilized multi-threading to efficiently preload assets (GIFs and images) for enhanced performance.
- Created a customizable UI for managing accessories, gameplay, and parental control features.
- Designed a modular system supporting various pet states (hunger, sleep, health) and animations for different interactions.

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

- Created a user-friendly application allowing users to input city and country to receive real-time weather updates
- Developed the GUI using JavaFX and Scene Builder for an intuitive user experience
- Integrated RESTful APIs to fetch and display current weather data
- Gained experience in frontend development and API integration

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

- Implemented efficient hash functions and collision resolution techniques
- Managed dynamic memory to optimize performance and prevent leaks
- Enhanced proficiency in C programming and low-level system operations
- Strengthened understanding of data structures crucial for high-performance applications

### Tic Tac Toe | *JavaScript, HTML, CSS, Minimax Algorithm*

- Built a Tic Tac Toe game with HTML, CSS, and JavaScript, offering Single-Player (AI) and Multiplayer modes
- Programmed AI with Easy (random moves) and Hard (MiniMax algorithm) difficulty levels
- Designed an intuitive, responsive UX/UI interface for seamless game play.
- Created efficient game logic for real-time move validation and turn-taking.

### Portfolio Website | *HTML, CSS*

- Implemented efficient hash functions and collision resolution techniques
- Managed dynamic memory to optimize performance and prevent leaks
- Enhanced proficiency in C programming and low-level system operations
- Strengthened understanding of data structures crucial for high-performance applications

## EXPERIENCE

---

### Game Technician

*The Rec Room*

Oct. 2023 – Present

*London, ON*

- Diagnosed and repaired gaming systems by 15%, ensuring optimal software and hardware performance
- Performed preventive and corrective maintenance, including software updates and hardware replacement
- Conducted system diagnostics, troubleshooting, and performance optimization
- Prepared technical reports and documentation for management

## 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, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse