

Jay Bava

647-996-3687 | jbava@uwo.ca | linkedin.com/in/jay-bava | jaybava.com

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 JavaFX virtual pet game with **20+** animations, real-time updates, and a responsive architecture.
- Developed a pet management system with CSV-based storage, ensuring data persistence across **30+** game sessions.
- Optimized asset loading with multi-threading, reducing load times by **30%** for **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 app with real-time updates, handling 100+ test queries at **98%** accuracy via 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.
- Front-end and API experience building a weather app with 5+ features, including search and error handling.

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

- Developed a responsive portfolio website, enhancing accessibility across multiple devices by **90%**.
- 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.

Mine-Sweeper | *C++, Pointers, Qt, QMake, Linux*

- Developed a scalable **30x16** Minesweeper game with dynamic UI using QGridLayout, and QPushButton.
- Optimized cell revealing using BFS with QQueue, reducing redundant computations for smoother gameplay.
- Refactored Minesweeper using OOP best practices, improving modularity, maintainability, and reusability.
- Enhanced UX by implementing right-click flagging, difficulty selection, and custom window controls.

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.
- Strengthened C programming and system operations through complex low-level concepts.

EXPERIENCE

Game Technician

The Rec Room

Oct. 2023 – Present

London, ON

- Maintained and repaired EMBED card readers, kiosks, and arcade machines, ensuring optimal functionality.
- Diagnosed issues and sourced replacement electronic/mechanical parts for repairs.
- Conducted preventive maintenance and performed soldering repairs on electronic components.
- Troubleshoot and serviced over **80** arcade games using service manuals and blueprints.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, R, MatLab, Prolog
Frameworks: React, Node.js, Flask, JUnit, Qt, WordPress, Material-UI, FastAPI
Developer Tools: Git, Visual Studio, JetBrains, Eclipse