

Jay Bhagat

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SKILLS

Languages: JavaScript, TypeScript, Python, C++, C, C#, Java, Bash

Front-end: React Native/React, Redux, Jest, jQuery, HTML/CSS

Back-end: Node.js, .NET Core, Firebase Functions/Firestore/Authentication, MongoDB, SQL

Tools: Git, Heroku, Docker, JIRA, Maven/Gradle, VIM, Linux

EDUCATION & AWARDS

University of Waterloo | Bachelor's in Computer Science, Honours (**AVG 90.1%**)

(2019 - 2024)

- NSERC Undergraduate Student Research Award, President's Scholarship

EXPERIENCE

Full-Stack Developing Intern | Questrade Inc.

Toronto, ON (Sept. 2021 - Dec. 2021)

- Implemented multiple **reusable** and **animated** React Native components and **user flows** to increase code **modularity** in the Questmobile application with **100,000+** users.
- Utilized **Redux to integrate HTTP requests and state management**, storing them in slices of the store to allow for a more **efficient** mobile application **by 212%**.
- Created **different API routes** in a .NET Core backend for new requests, along with forming **queries to MongoDB**, and modifying the corresponding **Events Handler using GCP's PubSub**.
- Migrated the backend to use the **CQRS pattern for microservice architecture** with **MediatR** to improve flexibility and readability of the code.
- Took initiative and independently built a **feature** that allows users to delete accounts, **end-to-end**.

Open-Source Software Developer | BlackBerry Ltd.

Waterloo, ON (Jan. 2021 - Apr. 2021)

- Developed Python scripts to **automate team tasks** and **maximize scalability** (HTTP Requests, Pandas).
- Created Gradle/Maven plugins in Java that **doubled efficiency by transferring build information** to analysts.
- Modified the existing **CI/CD strategy** for different BlackBerry products to **integrate automated OSS analysis** transfer to analysts.
- Improved the team's REST APIs to an Apache Tomcat server by implementing asynchronous programming and multi-threading to **increase response speed when querying data**.

Software Developer | Cynorix Inc.

Waterloo, ON (May 2020 - Aug. 2020)

- Independently created a secure user password storage server and **implemented API routes** using Node.js on MongoDB, and making **changes to a Windows client** to store passwords, coded in C#.
- Built a Google Drive extension to **allow encrypted file sharing**, complete with a **secure back-end** using Node.js, Firebase, and Google Drive APIs, and jQuery for the front-end.
- Utilized the Emscripten library to **compile C++ code to WebAssembly** to run on Javascript **394%** faster.

PROJECTS

- **Catch (Around-the-Globe):** Created the **entire back-end** (server and REST API) on Firebase for an AR mobile game for users to play catch with one another. (**EchoAR Challenge Winner HackThe6ix 2020**)
- **Rentr API:** Implemented a **REST API and server with authentication** to **scrape the web** for rental prices in neighbourhoods using an SQL database (Postgres), and deployed on Heroku. **Debugged with Postman**.
- **Sorcery:** Built a C++ version of the game *Magic: The Gathering*, applying **OOP principles** and **algorithms**.