JAY BHAGAT

Computer Science Student

✉ jaybhagat0515@gmail.com   📞 +1 416-705-0271   jaybhagat   🌐 jaybhagat.github.io

Skills

Languages: Javascript, Python, C++, C, C#, Java, HTML/CSS, Bash

Technologies: React, React Native, Firebase, Git, MongoDB, SQL, Heroku, Google Cloud APIs, JIRA, Vim

Relevant Experience

BlackBerry   Waterloo, ON
Open-Source Software Developer   *Jan. 2021 - Current*
- Developed multiple scripts using *Python* to automate laborious internal team tasks with the *Requests* and *Pandas* libraries to scrape a spreadsheet and process data for *HTTP requests* to *REST APIs*.
- Created *Gradle* and *Maven* plugins using *Java*, for the builds of many different mobile, web and desktop applications that *doubled* efficiency by automating the transfer of build information to internal analysts.
- Produced internal scripts by applying *algorithms* for *DevOp* purposes to allow the team to work more efficiently in producing and analysing open-sourced software.

Cynorix   Waterloo, ON
Cyber Security Software Developer   *May 2020 - Aug. 2020*
- Independently created a storage server using *Javascript* on *MongoDB*, to safeguard user passwords, and making changes to use it on a Windows client, coded in *C#* (Cynorix Password Guardian).
- Effortlessly built a Google Drive application which allows users to securely share encrypted files with other users without revealing the encryption key using *Javascript*, *Firebase*, *Google Drive API*. (Secure File Sharing)
- Successfully used the *Emscripten* to compile C++ code to *WebAssembly* that runs on Javascript *400%* faster.
- Created a secure messaging application between two users on *Javascript* to use a state-of-the-art key generation algorithm.

The EPOCH App   Waterloo, ON
Software Developing Intern   *Feb. 2019 - Apr. 2019*
- Implemented parts of the EPOCH website that is visited by 1000s of users daily using *React.js* to improve its UX/UI design to attract users.
- Effectively managed code repositories with *Git* to work with an *agile* software development style.

Projects

- **Catch (Around-the-Globe):** Used *Unity* to build an AR application that allows users to play catch with another player. The back-end was created using *Firebase Database*. (*Winner of EchoAR Challenge at HackThe6ix 2020*)
- **Brick Breaker:** Applied principles of *Object-Oriented Programming* and *multi-dimensional arrays* to make a throwback version of Atari Breakout using *Java*.
- **Where to Rent?:** Developed a server that dynamically scrapes the web for rental prices in neighbourhoods using *Python*, *Selenium*, *SQL*, and deployed on *Heroku*.
- **Guess the Number:** Produced a mobile game using *React Native* and *Expo* that allows users to face-off against a computer.

Education

University of Waterloo   Waterloo, ON
Candidate for Bachelor in Computer Science, Honours (CAV 91.4%)   *Sept. 2019 - May 2024*
- NSERC Undergraduate Student Research Award
- President's Scholarship (95%+)