JAY DOSHI

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EDUCATION

University of Southern California, Los Angeles, CA – *B.S. Computer Science and Business Administration*   **May 2020**
–   Recent graduate of the Viterbi School of Engineering and Marshall School of Business
–   Relevant coursework: data structures and algorithms, artificial intelligence, software engineering, full stack web development, business operations, strategic management, marketing, finance, entrepreneurship

SKILLS & ABILITIES

–   **Programming Languages**: Java, C++, SQL, JavaScript, HTML, CSS
–   **Technologies**: React, jQuery, Spring Boot, RESTful APIs, Amazon Web Services
–   **Operating Systems**: Linux (Ubuntu), Windows, Mac
–   **Software:** Microsoft Office Suite, Git version control, Asana, Notion, Jira, Sketch, Figma, Xcode, Photoshop
–   Experienced with common software engineering and product management cycles in both Agile and Waterfall

PROJECTS

Music Master – iOS music search engine app, Swift, Java, MySQL

–   Delivers a playlist of similar songs based on frequency using the Fast Fourier Transformation, Mel Frequency Cepstrum Coefficients, and the Fast-Dynamic Time Warping Algorithm.
–   Designed assets in Sketch and completed the front-end programmatically in Swift. Built the backend with Java Servlets, MySQL databases, and SwiftSockets. Includes a live feed, a music player, login/register page, and a profile tab. Used the iTunes API for music, and Postman for JSON. Presented a five-minute pitch and live demo of our app. Produced a marketing plan for the app.

MOBA Character Selector – Java, MySQL

–   Implemented minimax and alpha-beta pruning to based on synergy of characters on a team, player skill, and enemy skill using minimax with alpha-beta pruning. Applicable to games like League of Legends, Heroes of the Storm, Dota 2, and Apex Legends.

Mars Rover Simulator – Java

–   Programmed a simulation of a Mars rover making driving decisions under uncertainty with the Markov decision process.

File Explorer and Search Engine – C++

–   Created a file explorer/search engine for a directory of text files. Implemented Google's PageRank algorithm to sort the files and return that list of results to the user based on keywords.

EXPERIENCE AND LEADERSHIP

Inline – *Full Stack Web Developer*   **January 2020 – May 2020**
–   Built webpages for the forthcoming web application, including the order and transaction pages to allow customers to have a seamless and easy to navigate purchasing process. Used Figma and Sketch to create a UI/UX design for the web application.
–   Primarily worked with React, JavaScript, HTML, CSS, Java, and SQL. Inline is an ecommerce startup, inlinedigital.io

USC Viterbi – *VARC Computer Science Assistant*   **July 2019 – January 2020**
–   Advised and guided USC students with easy to understand lessons on data structures and algorithm analysis. (CSCI 103, CSCI 104)
–   Taught high level concepts of artificial intelligence in digestible ways. Debugged 1 on 1 with students. (CSCI 360)

Sigma Coding – *Java Instructor*   **September 2017 – January 2020**
–   Improved curriculum by developing over 25 new projects, lessons, and teaching plans to better educate high school students in under-served communities how to program.

USC Undergraduate Student Government, USC Speakers – *Director of External Outreach*   **August 2018 – May 2020**
–   Negotiated contracts for speaker events and communicated with talent agencies to find new talents to bring to USC.
–   Planned, organized, and directed events including Hasan Minhaj, Kobe Bryant, Samantha Power, Rainn Wilson, and Riz Ahmed.

USC Career Center – *Student Associate*   **January 2017 – January 2018**
–   Managed interviewers and interviewees, approved job listings, communicated with employers, and assisted with career fairs.
–   Provided administrative support for up to 20 professional staff members and faculty.

INTERESTS AND HOBBIES

I perform Bollywood dance and enjoy golfing in my free time. My favorite podcast is Robinhood's "Snacks Daily" financial news.