

# JAY DOSHI

Los Angeles, CA | jaydoshi@usc.edu | linkedin.com/in/jaydoshi1 | (909)-680-1343

## 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

## SKILLS & ABILITIES

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

## PROJECTS

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

- Created an app that 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 pitch and live demo of our app. Produced a marketing plan for the app.

**MOBA Character Selector – Java, MySQL**

- Completed a program to assign eSports players to MOBA characters 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, and Dota 2.

**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 design for the web application.

**USC Viterbi – VARC Computer Science Peer Tutor**

**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)

**USC Speakers Committee – 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.

**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 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.