## **Demos and Applications:**

Here is the list of projects I was involved in developing.

Personal Website: <a href="http://www.jayeshkawli.com/jayeshkawli/index.php">http://www.jayeshkawli.com/jayeshkawli/index.php</a>
GitHub Account: https://github.com/jayesh15111988
Social Networking Website <a href="http://www.jayeshkawli.com/sn/login.php">http://www.jayeshkawli.com/sn/login.php</a> (More information about application is documented in <a href="http://www.jayeshkawli.com/sn/document.pdf">http://www.jayeshkawli.com/sn/document.pdf</a> )
Dummy Credentials: Username: jayesh Password: kawli
Conference website for Hope for Women Magazine <a href="http://www.jayeshkawli.com/hfw/">http://www.jayeshkawli.com/hfw/</a>
Canvas and HTML5 demos: <a href="http://jayeshkawli.com/jayeshkawli/projects5.php#can">http://jayeshkawli.com/jayeshkawli/projects5.php#can</a>
Bubble sort algorithm simulation using HTML5, canvas, JavaScript and PHP <a href="http://www.jayeshkawli.com/BubbleSortSimulation/bubbleSortSimulation.html">http://www.jayeshkawli.com/BubbleSortSimulation/bubbleSortSimulation.html</a>
GitHub Link: <a href="https://github.com/jayesh15111988/BubbleSortSimulation">https://github.com/jayesh15111988/BubbleSortSimulation</a>
Paint Application using HTML5, canvas, JavaScript and KineticJS <a href="http://www.jayeshkawli.com/Paint/Paint.html">http://www.jayeshkawli.com/Paint/Paint.html</a>
GitHub Link:  https://github.com/jayesh15111988/JKPaintApplication
Lock pattern implementation using JavaScript, HTML, PHP and CSS <a href="http://www.jayeshkawli.com/jayeshkawli/canvas/passfield/PassField.html">http://www.jayeshkawli.com/jayeshkawli/canvas/passfield/PassField.html</a>
GitHub Link; <a href="https://github.com/jayesh15111988/JKPatternLock">https://github.com/jayesh15111988/JKPatternLock</a>

Other academic and independent projects: <a href="http://jayeshkawli.com/jayeshkawli/projects.php">http://jayeshkawli.com/jayeshkawli/projects.php</a>
Mathematics based game Using Objective-C This is an implementation of simple trick game using Objective-C and Cocoa framework. This is basically user guess game and based on the predetermined mathematical rule, application predicts the number recognized by user
Utilized Collection view and native animation framework APIs, storyboard and standard view controller lifecycle methods
GitHub Link <a href="https://github.com/jayesh15111988/DHMathematicsGame">https://github.com/jayesh15111988/DHMathematicsGame</a>
Sliding image collection plugin for iOS  This is simple CocoaPods based plugin to view images in slider view on the user interface. This is customizable in terms of number of parameters and simplicity is enhanced by the fact that it is easily configurable in any projects by specifying source on the Pods file.
It has following features:
<ol> <li>Touch based navigation</li> <li>Button based scroll</li> <li>Auto scroll</li> <li>Play / pause functionality</li> <li>Horizontal / Vertical scroll</li> <li>Customizable APIs to add set of images</li> <li>Pleasant indicators to show current scroll state</li> </ol>
GitHub Link <a href="https://github.com/jayesh15111988/DHImageSliderView">https://github.com/jayesh15111988/DHImageSliderView</a>
Artificial Intelligence project for Spam filtering (Python)
Application is given a corpse of training data which is a collection of messages including spam and regular ones. This project implemented using K-Means data clustering and Naïve Bayes classification algorithms to filter out new messages in either spam or non-spam category
GitHub Link https://github.com/jayesh15111988/PythonSpamFiltering

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## List of iOS applications worked on and released to the iTunes store

## **iOS Fitality Application:**

This is a fitness application to keep track of daily food intake and workout logs. Following are some of the major features I worked on

- 1. Workouts Number of sets and reps. Details of each workout with images and extra information and tips. Can be saved for later and modify if needed
- 2. Creation of daily and weekly workout plans
- 3. Use in built workout plans
- 4. Sharing of completed workouts with Facebook and Twitter social circles
- 5. Share daily work out details with Trainer
- 6. Keep most of the log locally and frequently synchronize with server to facilitate offline logging

Link to Trunes Store:
https://itunes.apple.com/us/app/fitality/id695596884?mt=8
iOS Tools4u Application:
Description:
http://jayeshkawli.com/jayeshkawli/projects5.php#tools4u
Link to iTunga Staye.
Link to iTunes Store:
https://itunes.apple.com/us/app/tools4u/id662097528?mt=8
iOS OhioHealth Mobile Application:
Descriptions
Description:
http://jayeshkawli.com/jayeshkawli/projects5.php#ohiohealth
Link to iTunes Store:
https://itunes.apple.com/us/app/ohiohealth-mobile/id423445056?mt=8

## iOS Nationwide Children's application

Application has following major features:

- Ability to Locate the nearest Urgent Care Center, Emergency Room at the hospital's main campus, Close To Home Center, and many more
- Patients can find a Doctor or Service and Search for your child's doctor by name, program or service. View their profile, contact or find them on the map
- Access to Health Library which provides an access to A-Z listing of critical childhood health topics, from stages of growth and development to disease and injury prevention, procedures and tests
- My Child Section: Support for customization of section for child profile immunization schedules, developmental milestones, vaccination timeline and record of past timeline history