

Jaysen B. Parmar

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SKILLS

Languages Proficient in HTML, CSS, JavaScript, Familiar with Java, C, C++
Software Adobe Creative Suite, Microsoft Office Suite, Axure Pro, Android Studio, Eclipse, Git, Vim
Coursework Human Computer Interaction Design, Mobile Programming, Software Engineering, Java Object Oriented Programming, Software Debugging Tools and Techniques

EDUCATION

Computer Science, B.A.
University of California, San Diego

Expected Graduation: Spring 2015

EXPERIENCE

MobiDEOS Inc.

UI, Web, and Graphic Designer

Sept. 2010 - Present

MobileCamViewer, a multi-million dollar product, with over 3 million downloads and 300,000 email registered users, is the #1 brand in its category with residential SMB and Fortune 500 customers

- Designed layout and interactive elements for the Mobile Cam Viewer application
- Designed various graphical assets including infographics, banner images, navigation buttons, and brochures for the company's website and promotional print media
- Performed maintenance and made changes to the company's website to reflect updates

Thinkica Simple Calculator, Scientific Calculator, and Financial Calculator (Third Party App for Android, iOS)

- Designed the user interface for Thinkica's Simple Mode, Scientific, and Financial Calculators using Adobe Photoshop, HTML5, CSS, and JavaScript
- Built functions to support the calculator's functions and debugged issues both in JavaScript and HTML5

ACADEMIC PROJECTS

Tritonmon, Android Application (Mobile Programming) - 2014

Android application emulating the popular Pokemon video game series using Google Maps and geolocation services to influence gameplay experience

- Designed user interface using Adobe Photoshop and XML for application's interactive elements
- Implemented the ability for users to login with Facebook using Facebook SDK
- Implemented Google Analytics for statistical information

TritonPARK, Web-based Application (Human-Computer Interaction Design Studio) - 2014

ucsd-parking.zerogx.net

Responsive, real-time, and location enabled web application, implementing HTML5 geolocation, and predictive modeling from historical traffic data designed to help UCSD students efficiently locate parking spaces near campus

- Produced low fidelity mockups to prototype user interface
- Designed front-end user interface using Adobe Photoshop, HTML5, and Bootstrap
- Implemented application functionality using Node.js to communicate with the database containing parking lot records from previous quarters

Checkmates, Web-based Application (Intro to Human-Computer Interaction Design) - 2014

checkmates.herokuapp.com

A streamlined web based application designed to help users share tasks with a group of people or collaborate

- Designed user interface using Adobe Photoshop, HTML5, CSS, and Webflow
- Implemented application's functionality using Node.js to communicate with the JSON Database
- Conducted usability testing, user interviews, and heuristically evaluated several prototype iterations.

Wine Know, Android Application (Software Engineering) - 2013

Android application developed using Eclipse used to educate users about wine varietals using terms, facts. Also keeps track of the user's favorite wines using a rating system and includes recipes that use wine as an ingredient.

- Designed user interface using Adobe Photoshop and XML for application's interactive elements
- Collaborated with seven other project members, each assigned different roles, as we followed the Agile methodologies of project workflow