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

EDUCATION

Computer Science, B.A.   **Fall 2014**
University of California, San Diego

EXPERIENCE

MobiDEOS Inc.

UI, Web, and Graphic Designer   **Sept. 2010 - Dec. 2014**

MobileCamViewer, a multi-million dollar product, with over 3 million downloads, 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 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