

KUMAR VAIBHAV

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EDUCATION

San Jose State University

Jan. 2015 - Dec. 2018

B.S. Computer Science 2018

Coursework

Introduction to Artificial Intelligence, Big Data, Operating Systems, Database Management, Data Structures and Algorithms, Object Oriented Design, Server-Side Web Programming

EMPLOYMENT

San Jose State University, Math Workshops Facilitator

Sept. 2017 - May 2018

- Facilitated 50 workshops in a semester to assist students in calculus and discrete maths which helped improve students grades by a letter grade
- Supported students by implementing an environment for independent learning and providing test taking strategies

SKILLS

PROGRAMMING LANGUAGES: Java, Python, C, Scala

WEB DEVELOPMENT: HTML 5, CSS 3, PHP, JavaScript, Angular JS, Django, Bootstrap, Flask, RestAPI

BIG DATA ECOSYSTEMS: Hadoop , HDFS, Hive, Pig, Sqoop, Flume

DATABASES: MySQL, MongoDB, Firebase

TOOLS: Selenium, Appium, Jest

PROJECTS

BackTrack Android Application [Java]

Oct. 2018 - Dec. 2018

- Designed and developed an android application to track live location of people added in your network
- Designed the architecture of the application and data flow to and from firebase
- Responsible for executing unit tests and end to end tests in appium framework

Stock Images Application [PHP, JavaScript, AWS]

Nov. 2018 - Dec. 2018

- Created a web based stock image platform for users to buy and sell images
- Implemented the Amazon Rekognition API for image recognition that improved search accuracy by 70%
- Set up a continuous integration pipeline to ensure automatic deployment to AWS

Bloggers Spot [Django, Python, JavaScript, CSS]

Aug. 2018 - Sept. 2018

- Built a responsive web application that allows users to create their blogs and share within new and existing groups
- Designed and developed the user interfaces with jQuery and Bootstrap frameworks
- Build the server side using Django framework implementing Rest APIs and CRUD operations for groups and users

Game Development [GD Script, Godot]

Mar. 2018 - May 2018

- Developed an endless jumper game that lets user controls a character
- Responsible for creating the physical layout of the environment as well as the character
- Designed the artwork and debugged the code to achieve a smooth user experience

Library System [SQL, Java]

Nov. 2017 - Dec. 2017

- Collaborated with a team of 5 using Agile methodology to maintain a library database and keep record of issued books
- Designed and maintained 6 database tables ensuring integrity of user and loan data
- Implemented searching and filtering of books by genre, author, title or ISBN
- Automated the book issue process by implementing a reminder and fine system for books not returned past due date

ACTIVITIES

UC Davis Hackathon

- Collaborated in a team of 4 to create an application that allows student to upload class schedule and returns all assignment and exam deadlines
- Implemented a file uploaded utility and google calendar API to add deadlines to a students calendar