

Portfolio (Projects): <https://personalportfoliojayati.gtsb.io> | **Github Portfolio:** <https://github.com/meghrajjayati>
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I am a highly motivated, self-driven and disciplined scholar with a strong interest in computing, software design and development, and data analytics. I have been passionate for implementation of technology and problem solving to drive positive changes in businesses and society through software development and data analysis. I am also an agile and flexible team-worker and strong communicator who has worked in a multitude of diverse environments which stems from my enthusiasm to learn, and willingness to work in a fast-paced purist atmosphere.

I have co-founded a tech-based social enterprise as Chief of Finance which garnered seed funding from the prestigious SUTD MIT IDC and JP Morgan Design Odyssey Program. I have also delivered software to clients such as Ascendas Loyalty Singapore working in an agile framework. I aim for excellence to provide user-friendly and the best solutions for my clients. Seeing clients use my software or code drives my intellectual curiosity and drives me to learn and improve daily.

Education

COMPUTER SCIENCE & DESIGN | 2020-2024 | SINGAPORE UNIVERSITY OF TECHNOLOGY & DESIGN| B.ENG. HONS

- Intended Track: Software Engineering and Data Analytics
- Minor: Artificial Intelligence, Design Technology and Society
- CGPA : 4.2/5.00 (Honors with distinction) , on track to magna cum laude
- Undergraduate Merit Scholar- covers entire tuition fee for 4 years
- Leadership Role: Computer Science Board Welfare Director

Work Experience

Software Engineering Intern | Singtel-NCS | Sep 2022-Jan 2023

- Current SHINE(Singtel-high performing) Intern, deployed offsite to DSTA, ministry of Defense Singapore to work on a CRUD application.

Software Engineering & System Design Intern | Enlitho Pte Ltd | June 2021-Aug 2021

- Developed and automated control of a laser interference lithography system involving fabrication of micro and nanoscale patterned molds used in nano-print lithography or injection molding process.

Exhibition Designer | Singapore Airlines X SUTD | Nov 2021- Jan 2022

- Designed the user interface/ graphical designing and exhibition planning for Singapore Airlines A380 parts for upcycling project in collaboration with SUTD.

Youth Design Mentor, Empactathon | Frasers Property X Design for A Change SG | March 2021- May 2021

- Assisting to design and create safe and innovative public spaces for active seniors, in Frasers Properties.
- Project won best youth team award.

Student Designer| JP Morgan @TheSchools Challenge 2021 x MIT IDC | Feb 2021- Apr 2021

- Leading the prototyping of an augmented reality app liaised with JP Morgan professionals to enliven public spaces.
- Won the best prototype award and to be showcased by URA, Singapore.

Chief of Finance and Co-Founder, S.A.G.E | September 2020- March 2021

- Launched a start-up (social enterprise) , mentorship platform garnering funding through Design Odyssey.
- Received seed funding from J.P Morgan-SUTD DO Program
- Liaised with stakeholders and clients from MNC's such as OCBC Bank, J.P Morgan, Standard Chartered, and responsible for budget management, while exploring further growth options with our stipulated budget and conducting cost-revenue analysis.

Skills

Technical: Python, Java, JavaScript , Web Development, React.js, HTML, CSS, JavaScript, Databases (SQL & non-sql), Software testing , Figma, UI/UX Design, Flask, Microsoft Office Tools, Arduino, Machine Learning, Pandas, NumPy, scikit-learn, Java App Development, Android Coding, C, FPGA, node.js, Object-oriented programming, Data Structures

Soft Skills: Team Worker, Strong Communication and Presentation Skills, Work Ethic, Flexible, Dedication

Currently Learning: sql, oracle database, Angular, spring-boot, Unix/Windows

Academic Projects

Finger Death Machine Game| Jan 2022-April 2022

Developed a hardware game with integrated finite state machine, coded in LUCID Alchitry using Field Programmable Gate Array. The game is a spin off of the popular arcade game bishi-bashie. Built a 32 bit beta CPU and ALU as a backend for the game. Awarded the top projects of SUTD Computation Structures, featured as Highlights in SUTD CS Exhibition Showcase.

Project Website: <https://istd.sutd.edu.sg/term4-design-exhibition/50002/finger-death-machine-5000>

Hungry Eh, Android App| Jan 2022-April 2022

Developed an android app using android programming, real-time Firebase, Firestore and Java to allow for pre-ordering and filtering menu options in SUTD canteen based on allergens/calories etc. The motivation of the app is to prevent long queues, allows for crowd management during covid-19. Project Website: <https://istd.sutd.edu.sg/term4-design-exhibition/50001/hungryeh>

Hate Speech Classifier, Machine Learning Project| Jan 2022-April 2022

First Place in 50.007 Kaggle Machine Learning Competition that required to classify social media hate speech. My team implemented and hyperparameter tuned a multitude of models, including bagging, gradient boosting, linear SVM, optuna to name a few. Project Website: <https://istd.sutd.edu.sg/term4-design-exhibition/50002/finger-death-machine-5000>

Ascendas Loyalties Hotel Booking Management Webapp| Jan 2022-April 2022

This project is a hotel booking webapp implementing the MERN Stack. Features include fast autocomplete search for hotels, map implementation, credit card payment API and database integration and encryption, booking retrieval. We achieved three non-functional requirements- speed, accuracy, data security. The app was tested through selenium automated testing, fuzzing and other white-box and black box component and unit testing. Source Code: https://github.com/meghrajayati/hotel_booking_webapp

Covid-19 Hospitalisation and Mortality Predictor| Sep 2021-Dec 2021

Machine learning model to predict covid-19 hospitalisation and death rate in the upcoming two weeks for countries to prepare themselves, based on their population demographics. Model predicts with an accuracy of 80%. Project Video: <https://www.youtube.com/watch?v=DMzu6fjB4Xw>

Light-up Exhibit for Somerset Youth Park | March 2021- May 2021

Coded the lighting installation with arcade game features utilizing Arduino Uno, with c++ to design an installation presented at the Somerset Youth Park Singapore. The installation is a live journey of a corporate worker migrating to become a farmer. Project Link: https://www.instagram.com/p/CPMgan9D7sU/?utm_source=ig_web_copy_link

Achievements

Beyond HealthHack NUS Sciences Singapore, Finalist| June 2021.

Top 12 teams across Singapore. Developed a Whatsapp bot to track diabetes medication for diabetes mellitus patients along with a webpage.

Changi General Hospital Hackathon , 1st Runner Up| June 2020

Developed (ideation) a telemedicine app *Hospi-all* which aims to reduce overcrowding and queuing at Hospitals in a post-covid setting.

Academic Achievement Award- IBDP and IGCSE| June 2019

Highest scoring IGCSE and IB student in high school. (11A*S for IGCSE and 43/45 for IB)

Clean-Tech Competition, Semi-finalist| May 2019

Designed and Modelled Artificial Photosynthesis alongside DSSC. Chosen from over 600 students from 40 nations

River Hong Bao Project| Jan 2019

Letter of Commendation by Health Minister Mr. Ong Ye Kung for my contribution in Event Organising Committee

Co-Curricular Activities

Hackathons: Shopee Product and Design Challenge, Bank of America Code to Connect, Credit Suisse Tech Program Attendee, SMU-UBS Zero Waste Case Competition , 3M Inspire Challenge, SIA App Challenge , NUS Space Out Hackathon, Beyond Health Hackathon, HSBC Hackathon, shortlisted to pitch my project idea for NCS-Singtel hackathon , P&G CEO Challenge (Jan 2022), DSTA BrainHack 2022

Leadership Roles and Activities: Elected Academic Rep (2020-2021), Freshmen Orientation 2021 Marketing Director, Design Odyssey (J.P Morgan)- Drive Programme of Social Innovation, SUTD Business Society, PARKing Day URA Singapore- Designer and Finance Team, Undergraduate Teaching Assistant (Jan-Apr 2022) for Technological World