Shubham Jain +44-7341696027 Leicester, England

shubhamjain.xyz | shubhamjain0864@gmail.com | Twitter | GitHub | LinkedIn | Geeks for Geeks | LeetCode

EDUCATION

University of Leicester — **Leicester, United Kingdom**

MSc. Advanced Computer Science — [January 2023 - Present]
Coursework: Generative Development, Data Analytics, Algorithms

Chitkara University — **India**

Bachelors in Computer Applications — [August 2019 – July 2022]
Coursework: C, Java, Python, Artificial Intelligence, Networks

Experience

FoodCLUB - Android Development Intern (Remote) — **London, United Kingdom** [July 2023 - Present]

- Developing a Social Media app for food enthusiasts using Android Studio, Kotlin, Jetpack Compose and using MVVM architecture. Used third party libraries like Retrofit to connect the app with the backend.
- Worked with a group of interns and Co lead them by managing and assigning tasks through effective communication.
- Implemented Jetpack Compose instead of XML because of its significance in making layouts, and enhanced my Android skills and found out about the process of developing an app by using right architecture and tools.

PROJECTS

Qs&Ans – Springboot,Spring Security,Thymleaf,Javascript — **Link - GitHub**

- Designed and developed a Quora-like Question-and-Answer website using Spring Boot, Spring Security, Thymeleaf, JavaScript, and MySQL for CRUD operations.
- Followed RESTful API architecture for data exchange and Spring security features i.e., OAuth2 and JWT authentication for authenticating the user and restricting non registered users to open certain endpoints.
- Overcame a hurdle of learning a challenging architecture of Spring Security for correctly implementing authentication.

3-D N-Body Simulation Engine – OpenGL, C++

- Created a 3-D N-Body and a Solar System simulation in OpenGL and C++ for my Master's final project. It helps user to enter initial values like position and velocities and predict N-Body configurations numerically.
- Includes the usage of various libraries like GLAD, STBI, GLM, DearImGui, and required physics to generate gravity between N-bodies and the Solar System.
- Gained graphics knowledge and got to know, what actually takes to make an engine from scratch. Followed C++ OOP paradigms to create the project.

Physics and Lightning FPS engine – OpenGL, C++, Bullet Physics (In Progress)

- Developing a FPS engine for my game in OpenGL and C++, using integration of bullet, with main focus on physics and lightning. The main reason is to expand my knowledge in OpenGL and how game engines work in general.
- Using lightning methods like diffuse and phong with rigid bodies in Bullet.
- Overcoming the hassle of integrating bullet in my engine, also understand the architecture simultaneously.

SKILLS

Languages - JavaScript, Java, C++, Kotlin, Python

Frameworks and technologies – OpenGL, Bullet, Springboot, Spring Security,OAuth2, MySQL Workbench, Apache Tomcat, Unity Engine, LibGdx, Collection (Java), Java JSP, Data Structures and algorithms Geeks for Geeks , LeetCode

App Store and Chrome Developers link - Google Play Store , Chrome Extensions