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EDUCATION

University of Leicester

Leicester, United Kingdom

MSc. Advanced Computer Science

[January 2023 – May 2024]

Chitkara University

Punjab, India

Bachelors in Computer Applications

[August 2019 – July 2022]

Experience

Aeiota Solutions - Android Developer

Noida, India [August 2024 – Present]

- Developing fintech applications using *React Native* and *Flutter*, ensuring seamless compatibility and user experience across both platforms and API's integration. Managing and integrated SDK's written in native code in *Android Studio* and *Xcode* to streamline application functionality.

Denr - Android Development Intern (Remote)

London, United Kingdom [May 2024 – July2024]

- Contributed to the development of a financial services app using *React Native* and *typescript*, enhancing its functionality and user experience. Collaborated with cross functional team to design and implement new features. Assisted in debugging and testing to ensure the app met high performance and gained hands on experience with mobile development.

FoodCLUB - Android Development Intern (Remote)

London, United Kingdom [July 2023 – October 2023]

- Developed 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. 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. Worked with a group of interns and Co lead them by managing and assigning tasks through effective communication.

Projects

Chit – Android Studio, Jetpack Compose, Kotlin, Springboot, Spring Security,

Link - [GitHub](#)

- Designed and developed a Social Media App using *Jetpack Compose*, *Kotlin*, *Spring Boot*, *Spring Security* 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. Used the newly jetpack compose for UI in android studio.

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.

3-D Horror game engine – OpenGL, C++, Assimp, Bullet

- Developing a FPS horror game 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](#)