SNEH JAIN

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EDUCATION

University of North Carolina At Charlotte | MS, Computer Science　　　　　**Jan 2021 - May 2022**

Algorithms and Data Structures, Mobile Application Development, Cloud Computing

University of Mumbai | BE, Information Technology　　　　　**Aug 2016 - Oct 2020**

Artificial Intelligence, Cryptography, Operating Systems, Distributed Databases, Computer Architecture, Computer Networks

SKILLS

- **Programming Languages:** Java, Python, PHP, C, C++, JavaScript.
- **Database:** MySQL, PostgreSQL, SQLite3, Firebase, Hadoop, MongoDB, Spark, MapReduce.
- **Web Technologies:** HTML, CSS, AJAX, JS, REST, JSON.
- **Additional:** Android Studio, CodeIgniter, Git, Docker, Jenkins, Scrum, Linux, Pandas, NumPy, GCP
- **LeetCode Profile -** https://leetcode.com/sneh1204/

EXPERIENCE

FallenTech, Game server　　　　**Software Developer**　　　　**June 2016 – Dec 2020**
- Developed an entire Game server for Minecraft: Bedrock Edition owned by Microsoft in College.
- Sole developer of the Servers, Websites, Discord bots, an Android app.
- Designed using the open-sourced PocketMine library. Totally written in PHP. The server attracted more than a unique 1,000,000 players in its lifetime.
- Deployed using Jenkins for CI and Docker for delivery and stability. Github: https://github.com/Infernus101 Website: https://fallentech.io

Univ of North Carolina at Charlotte　　　　**Graduate Teaching Assistant**　　　　**Aug 2021 – Present**
- Teaching Assistant for Software System Design and Implementation Graduate Course at UNC Charlotte.

MAJOR PROJECTS

Inventory Management Mobile Application　　　　**Jan 2021 – May 2021**
- Implemented using Android Studio. Written in Java. Used Google Firebase for a real-time central cloud database and achieve Data integrity and concurrency. This app can be used for personal use as well as businesses like warehouse management. This app provides cloud authentication which means the login can be shared with the other users of the same inventory which saves a lot of time.

Feedback Portal Website　　　　**Dec 2018 - April 2019**
- Developed and maintained my college's faculty feedback portal. Implemented using CodeIgniter – PHP Framework for feasibility and data security. This project went on to become an official feedback system of the IT dept of our college. Used Charts JS to display the feedback given by the students. Data mining was implemented so that Teachers could view the anonymous feedback given by the students on bar/pie charts and see their areas of improvement.

Automated Web Crawler (NEXUS)　　　　**May 2019 – Nov 2020**
- Developed and maintained College's Research Cell website. Used SimpleHTMLDomParser Library for web crawling Google scholar publications of the faculty to display on the website. Written in PHP and JavaScript. Was given the title `Webmaster` as commemoration.

Discord Bots　　　　**Oct 2017 – Dec 2020**
- Created multiple Discord bots for my community Discord server. Used the open-sourced Discord.py API Wrapper for Discord library. To display player stats, implemented RESTful APIs on the gaming server to fetch it in an asynchronous manner. Used Remote Console (web sockets) to send commands to the gaming server from Discord to avoid logging in the game. Implemented multiple webhooks to sync data between the servers.

ACHIEVEMENTS AND ACTIVITIES

- Unanimously chosen `Webmaster` of the Research Cell of my College.
- Participated in Smart India Hackathon Twice in 2018 and 2019.
- Appointed Member of Computer Society of India (CSI) Chapter of our College in 2018.
- Volunteer for multiple CSI Chapter Events in College.
- Volunteer for the Art of Living NGO.
- Attended the ACM's Ethical Hacking 2-day Workshop in College.