Jash Vaidya

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in www.linkedin.com/in/jash-vaidya/ Top-Secret Cleared

Professional Experience

May 2020 - Present Atlanta, GA

Microsoft

Microsoft, Azure Software Engineer

- Developing AirGap OnBehalf-Of service and Azure Bridge Hub UI, a secure platform for individuals with logical access to air-gapped environments
- Using C#, JavaScript, Orleans and Service Fabric; Implementing new features, improvements, unit tests, and addressing regular production bugs by utilizing CI/CD pipelines to rapidly iterate for large scale service development
- Actively participating in a DRI team to investigate, support, and mitigate customer reported incidents in the air-gapped environment
- Supported the development of AGRM, a special deployment infrastructure of airgapped clouds, which is designed to provide updates for Microsoft Azure software inside the secure environment

Jun 2019 - May 2020 Chantilly, VA

Peraton, Software Engineer

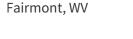
- Developed a data processing system for the DoD on Space Object Cataloging and **Domain Awareness**
- Created APIs in Java backend service and implemented in the UI
- Worked closely with the team using **Agile** methodologies and **Jira** to plan, organize, and track tasks for timely deliverables
- Provided feedback, concerns, and encouragement during code reviews

May 2018 - Aug 2018

Peraton

Leidos, Software Engineer Intern

- Collaborated with another intern to design and create an autonomous service that recognizes faces within an image, crops and exports for processing
- Used Java, Spring to create REST APIs to ingest images, calculate coordinates, export, and return data to the UI using HTML, CSS, and JavaScript
- Severely reduced the number of resources and time it took to process images as previously it involved an individual completing everything by hand



leidos

Education

Aug 2017 - May 2020 Radford, VA

Radford University, BS in Computer Science

Concentration: Software Engineering

Extracurricular: Maker's Space

🖰 Projects

Overwatch Stats, https://www.github.com/JashVaidya/Overwatch-Stats

- Created a Java program that uses JSoup to web-scrape a user(s) Overwatch game data
- Ingests a text file of usernames, collects and processes the data, and exports a text file with the players stats

Super Contra Bros., https://www.github.com/JashVaidya/super-contra

- Built an NES style game that combines the world of Contra and Super Mario Bros in Java using the libGDX
- Used open-source assets, created custom sprites and maps using Aesprite and Tiled Map