

# Jash Vaidya

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## Professional Experience

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May 2020 – Present  
Atlanta, GA



### **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 air-gapped 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  
Fairmont, WV



### **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

## Education

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Aug 2017 – May 2020  
Radford, VA

**Radford University**, *BS in Computer Science*  
Concentration: Software Engineering  
Extracurricular: Maker's Space

## Projects

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### **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** library
- Used open-source assets, created custom sprites and maps using **Aesprite** and **Tiled Map**