Tarun Jeevan

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PROFESSIONAL SUMMARY

Detail-oriented Software Engineer with a M.S. in Computer Science and a diverse background in software development, application design, and cybersecurity. Adept at handling complex projects, resolving technical challenges, and collaborating with cross-functional teams to deliver performant, reliable software. Skilled in designing, developing, and troubleshooting aesthetically pleasing, performant, and accessible systems and applications. Seeking to contribute to a collaborative team, supporting the design, implementation, and maintenance of high-impact software solutions.

EDUCATION

Master of Science in Computer Science   **May 2024**
Purdue University Fort Wayne   Fort Wayne, IN

Bachelor of Science in Computer Science   **May 2023**
Purdue University Fort Wayne   Fort Wayne, IN

WORK EXPERIENCE

Adjunct Instructor   **Aug 2024 – Present**
St. Charles Community College   *Cottleville, MO 63376*

- Teach foundational courses in programming, system administration, and cybersecurity using languages such as C++, JavaScript, Python, Bash, and PowerShell.
- Deliver both in-person and online lectures (via Zoom) on system administration, software vulnerabilities, exploits, and defense strategies across application, web, and network security.
- Design project-based, hands-on curricula tailored to varying skill levels to promote active learning and real-world problem solving.
- Implement user-centered teaching strategies to enhance student engagement and mentor students in code debugging, algorithm design, and troubleshooting, enhancing student comprehension and retention.
- Assess student progress through assignments, quizzes, and interactive sessions; provide personalized feedback and support.

Speech and Writing Consultant   **Sep 2021 – May 2024**
Helmke Library, Purdue University Fort Wayne   *Fort Wayne, IN 46805*

- Conducted writing consultations for students across academic disciplines, mentoring students to improve their academic and technical communication skills.
- Delivered tailored speech coaching sessions, enhancing student confidence and public speaking skills.
- Advised on academic and technical report writing, reinforcing best practices in documentation for engineering, computing, and other academic disciplines.
- Authored educational blog posts on writing strategies for *The Draft*, the Writing Center's official blog.

Teaching Assistant   **Jan 2024 – May 2024 | Jan 2023 – May 2023**
Purdue University Fort Wayne   *Fort Wayne, IN 46805*

- Assisted instruction in Computer Architecture and Computer Security courses under faculty supervision.
- Supported student learning through one-on-one and small group sessions, clarifying complex topics and providing additional practice and instruction.
- Reported on student comprehension, assignment performance, and engagement to guide course improvement.

Game Developer (Capstone Project)   **Aug 2022 – May 2023**
Aga Pito Studios   *Fort Wayne, IN 46805*

- Collaborated with a team to prototype a 3D action-adventure game using Unreal Engine 5.
- Developed modular systems (Ranged Combat, Inventory, Quests, Interaction) using C++ and Blueprints.
- Integrated game features into a cohesive codebase and contributed to economic systems, HUD, and gameplay polish.

- Delivered a playable arena-style combat experience featuring waves of diverse, AI-driven enemies and RPG-style progression.
- **Prototype Download Link**: https://bit.ly/3NgceUB (Google Drive folder)

Information Security Intern   **Jan 2019 – May 2019**
Spectrum, Charter Communications   *Maryland Heights, MO 63043*

- Supported automation of data transfers between test and production servers within the Offensive Security and Compliance Strategy team.
- Participated in internal security discussions, contributed ideas to improve network security posture.
- Collaborated on documentation and reporting for security assessments, ensuring alignment with deadlines and compliance protocols.

PROJECTS

Rust Journey | *Rust, Cargo, Piston Framework, Crates*   **Nov 2024 – Present**

- Self-directed learning journey focused on mastering Rust through the Rust Programming Language book, supplemented by various blog posts, tutorials, and practical projects.
- Built terminal-based apps including a tic-tac-toe game, grep-like CLI tool, and compression utility using Rust crates.
- Developed a 2D snake game with scoring, leaderboards, and menus using the Piston framework.
- Developed a web server…
- **Repo**: https://github.com/tarunJeevan/rust-journey

Portfolio Website | *Next.js, TypeScript, TailwindCSS, Shadcn/ui, Markdown*   **May 2024 – Nov 2024**

- Designed and deployed a personal portfolio site using Next.js to showcase my projects, experience, and a developer blog.
- Implemented an embedded Markdown-based blog styled using TailwindCSS and Shadcn/ui for responsiveness and accessibility.
- **Repo**: https://github.com/tarunJeevan/portfolio

Expert System on Heart Disease Prediction | *Python, TensorFlow, Scikit-learn, CNN*   **Jan 2024 – May 2024**

- Collaborated on a medical diagnostic tool using rule-based logic and CNN-based machine learning.
- Conducted Requirements Engineering, Software Design, Implementation, Testing, and Deployment.
- Built a classifier using Scikit-learn and TensorFlow to build a CNN that analyzes chest X-rays and predicts heart disease risk with an optimized F1 score of 0.48.
- Preprocessed datasets and developed a UI using a custom GPT interface.
- **Jupyter Notebook**: https://github.com/Khurdhula-Harshavardhan/Elevator-Case-Study/tree/Disease-prediction-with-NIH-Chest-XRay-data/Final_Project

Survey Web App Prototype | *React, Survey.js, ASP.NET Core, SQL Server, Firebase, Cypress*   **Aug 2023 – Dec 2023**

- Led frontend development for a survey creation and distribution web app with a responsive user interface using React.
- Integrated Firebase authentication, Survey.js for dynamic survey handling, and Bootstrap for styling.
- Developed and tested RESTful API integration with an ASP.NET Core backend and SQL Server database.
- Wrote test scripts for frontend Unit and E2E testing with Cypress, ensuring they all passed without issue.
- **Repo**: https://github.com/tarunJeevan/web-dev-survey-app

Prison Island | *Unreal Engine 5, C++, Blueprints*   **Aug 2023 – Dec 2023**

- Designed a prototype for a survival game exploring cognitive skill development through gameplay.
- Conducted research and compiled a proposal to assess video games as cognitive development tools.

- Implemented modular core systems including player movement, combat, status management, and spatial inventory systems using C++ and Blueprints.
- **Repo**: https://github.com/tarunJeevan/prison-island

Global Game Jam 2023 | *Unity, C#, Sprite Animation*   **Feb 2023**

- Developed a 2D side-scroller platformer using Unity with a team of five during a 48-hour game jam.
- Designed and implemented player mechanics with C#, animations for movement and combat using Unity's animation systems, and a simple combat engine suited to the game's narrative.
- **Repo**: https://github.com/spaceowlproductions/GGJ-2023

Student Planner | *Express.js, HTML/CSS, MongoDb, Mocha/Chai*   **Aug 2022 - Dec 2022**

- Built a student productivity app with calendar-linked note-taking features and custom tagging using Express.js and HTML/CSS.
- Developed database schema using MongoDB; automated testing with Mocha/Chai and GitHub Actions.
- **Repo**: https://github.com/tarunJeevan/student-planner

TECHNICAL SKILLS

Languages | Rust, C/C++, C#, TypeScript, Java, Python, Bash
Web Frameworks | HTML/CSS, React, Next.js, ASP.NET Core, MVC Framework, REST APIs
Database Management | SQL Server, MySQL, MongoDB, ORMs (Mongoose, Entity Framework Core)
Game Development | Unreal Engine 5.X, Unity, Piston, Entity Component System
Developer Tools | Cargo, Git, Docker, Visual Studio , VS Code, Jetbrains IDEs, Trello, JIRA
Methodologies | Agile (Scrum), TDD (Test-Driven Development), Object-Oriented Design
Cybersecurity | Encryption, Hashing, Public Key Infrastructure, Metasploit, Cyber Kill Chain, CIA Triad
Platforms | Windows, Debian Linux (Ubuntu, Kali, etc), Red Hat Enterprise Linux (Fedora)
Educational Skills | Instructional design, Curriculum development, Lesson planning, Assessment and evaluation, Online and hybrid teaching, Student engagement and motivation, Adaptability to diverse learning styles
Soft Skills | Written & Verbal Communication, Collaboration, Problem solving, Cultural competence
Multilingual | Fluent (English, German, Hindi, Telugu), Intermediate (French)

CERTIFICATIONS

Foundational C# | Microsoft, *July 2024*
Instructional Development and Classroom Engagement | Center for the Enhancement of Teaching and Learning, *May 2024*
Career Essentials in Cybersecurity | Microsoft and LinkedIn, *December 2024*
Career Essentials in System Administration | Microsoft and LinkedIn, *December 2024*

REFERENCES

Jay Johns | Lecturer in Computer Science, Purdue University Fort Wayne

- (260) 481-6343 | jdjohns@pfw.edu

Kristine Frye | Director, Helmke Library Writing Center and Service Desk, Purdue University Fort Wayne

- (260) 481-0257 | kristine.frye@pfw.edu

Zesheng Chen | Associate Professor of Computer Science, Purdue University Fort Wayne

- (260) 481-6187 | chenz@pfw.edu