TUSHAR JAIN

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EDUCATION

Bachelor's in Science (May '21)
Computer Science & Anthropology
University of Illinois at Urbana-Champaign

LINKS

Website: http://tj-tusharjain.github.io
GitHub: github.com/tj-tusharjain
LinkedIn: linkedin.com/in/tj-tusharjain

SKILLS

LANGUAGES

5000+ lines of code - Proficient
Java, Python, C++, Swift, C, JavaScript
1000+ lines of code - Intermediate
C#, HTML, CSS, Dart, Go

TOOLS & FRAMEWORKS

Git, NGrok, Unity, Flutter, Flask, Heroku, React.JS, Node.JS, Redux, Kubernetes, NextJS, Docker, Enzyme, Jest.JS, Jira, Cucumber, Jest

DATABASES

MongoDB, SQL, Neo4j

GENERAL

SCRUM, Agile Development, Fast Learner, Public Speaking, Problem Solving

ACTIVITIES & ORGANIZATIONS

Association of Computing Machinery
HackIllinois 2017 Organization
Association of Data Science and Analytics
Member
Design and Operations at Reflections Projections

COURSEWORK

Applied Machine Learning (CS 498)
Algorithms and Computation (CS 374)
Systems Programming (CS 241)
Database Systems (CS 411)
Data Structures (CS 225)
Computer Architecture (CS 233)
Software Design Studio (CS 126)
Linear Algebra (MATH 415)
Technological Anthropology (ANTH 372)

AWARDS

International Informatics Olympiad 2015
International Rank 73
Computer Society of India 2014
First in the Quiz out of 50 teams

WORK EXPERIENCE

Software Engineer Intern | Microsoft   Redmond, WA | *Summer'20*

Software Engineer Intern | Google, LLC   New York City | *Spring '20*
- Worked in the CEDI Cloud team, in Google Cloud Tech Infrastructure.
- Created a Cloud Metrics Telemetry Service for Titanoboa, Carafe and GoBox containerized cloud applications.
- This project was deployed and used by over 300+ projects at Google, including the entire YouTube organization.

Software Engineer Intern | Spreetail   Austin, Texas | *Summer '19*
- Created a self-service promotions and coupon admin portal for empowering the marketing department to create and run promotion campaigns.
- This tool helped boost the promotions and could create a 1000+ different types of promotions; it increased the speed of the process and cut the 2-day lag period.

Software Development Intern | 4CeeD   Champaign | *Fall '18, Spring '18*
- Worked as an intern at 4CeeD; a lightweight web tool research project used to upload scientific data files and metadata descriptors to a local repository.
- Wrote a python scraper with natural language processing to parse through the user bug reports to categorize and prioritize different error reports.

Research Assistant | Social Spaces   Champaign | *Summer '18 – Spring'19*
- Worked as a full-stack developer on the FBS-App; A responsive iOS application to help parents manage challenging behaviors in their children.
- Deployed and user tested the app with 70+ families. Undertook data studies for user feedback.

PROJECTS

Vacation Ready! | Deployed App   DART | Flutter
- Created and deployed a Mobile Application that generates a travel itinerary based on the user's interests, travel choices, cuisine choices, for any part of the world.
- Used flutter for front-end, flask for the backend, PostgreSQL for the database and Heroku to deploy the app, scraped data from various travel websites and the Google Places API
- Currently trying to integrate Machine Learning to improve the efficiency of the suggestion features based on user feedback data training.

LitRide | Android Application   JAVA | Android
- Developed an Android Application that was a portal to book Uber and Lyft Cars for free.
- Integrated the Google maps and real-time Lyft car tracker inside the application using the Google Maps api and Lyft api respectively.

VFIT | Mixed Reality Game   C# | Unity Game Engine
- Developed a mixed reality game for Physiotherapy on the Oculus Rift.
- Developed the application on the Unity Game Engine framework, used the Oculus Rift to display the Virtual Environment and Combined it with the Leap Motion hand sensor for an Augmented Reality experience.