

TUSHAR JAIN

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EDUCATION

Bachelor's in Science (Dec '20)
Computer Science & Anthropology
University of Illinois at Urbana-Champaign

LINKS

Website: <http://www.tusharjain.me>
GitHub: github.com/tj-tusharjain
LinkedIn: [linkedin.com/in/tj-tusharjain](https://www.linkedin.com/in/tj-tusharjain)
DevPost: devpost.com/tj-tusharjain

SKILLS

LANGUAGES

Proficient

Java, Python, C++, Swift, C, JavaScript

Intermediate

C#, HTML, CSS, Dart

TOOLS & FRAMEWORKS

Git, NGrok, Unity, Flutter, Flask,
Heroku, React, Node.JS, Redux,
Kubernetes, NextJS

DATABASES

MongoDB, SQL, Neo4j

ACTIVITIES & ORGANIZATIONS

Association of Computing Machinery
Association of Data Science and Analytics
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
Came First in the Quiz out of 50 teams

WORK EXPERIENCE

Software Engineer Intern | Spreetail

Summer '19

- Created a self-service promotions and coupon admin portal for the marketing department.
- Empowering the marketing department to create and run promotion campaigns without depending on the engineering department for technical support.
- Worked with React, NodeJS, MongoDB, Kubernetes, Redux as part of the full stack.
- Learned the whole procedure of scrum, sprints and intricate working of the e-commerce industry. Shadowed as a product management intern for 2 weeks.

Software Development Intern | 4CeeD

Fall '18, Spring '18

- Working as an intern at 4CeeD; a lightweight web tool used to upload scientific data files and metadata descriptors to a local repository.
- Working on creating messaging functionality within the 4CeeD web tool using React;
- Writing a python script using the fundamentals of natural language processing to parse through the user bug reports to categorize and prioritize different error reports in the 4CeeD web tool for faster service to the users.

Research Assistant | Social Spaces Research

Summer '18 - Present

- Working as a Swift fullstack developer on the FBS-App a responsive iOS application to help parents manage challenging behaviors in their children.
- Worked on push notifications, database implementation using the Box Database and other features on the application.
- Worked on developing a CSV/Logfile parser to create legible csv files of the actions undertaken by users of the application.

PROJECTS

LitRide | Android Application | JAVA

- 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.
- Used Google Firebase to create the Backend of the program and integrated google sign-in on the application for easy registering of users.

VFIT | Mixed Reality Game | C#

- Developed a mixed reality game for Physiotherapy on the Oculus Rift.
- Developed the application on Unity Game Engine framework, used the Oculus Rift to create the Virtual Environment and Combined it with the Leap Motion hand sensor to create Virtual hands inside the environment.

Vacation Ready! | Deployed Flutter App | Dart

- 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 back-end, PostgreSQL for the database and Heroku to deploy the app.
- Used the Google Places API to scrape the data needed to generate the itinerary.
- Currently trying to integrate Machine Learning to improve the efficiency of the suggestion features based on user feedback data training.