# TUSHAR JAIN

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## EDUCATION

Bachelor's in Science (Aug '21)
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
**DevPost:** devpost.com/tj-tusharjain

## SKILLS

### LANGUAGES
Java, Python, C++, C#, HTML, CSS

### TOOLS
Git, SVN, Terminal, Slack, NGrok, Unity, Android Studio, IntelliJ

### GRAPHIC DESIGN SOFTWARE
Adobe Photoshop, Adobe Premiere, Adobe Illustrator, Autodesk 3DS Max

## ACTIVITIES & ORGANIZATIONS

Association of Computing Machinery
Association of Data Science and Analytics
Model United Nations Illinois (Director in DISEC)
Illinois Debate Team

## AWARDS

**International Informatics Olympiad     2015**
International Rank 73
**Times of India Debate     2015**
Best Speaker
**Tata Consultancy Services IT WIZ     2015**
Qualified for West Bengal Finals out of 100 teams
**Harvard Model UN India     2014**
Honorable Mention in the United Nations Environment Program
**Computer Society of India 2014**
Came First in the Quiz out of 50 teams

## COURSEWORK

Software Design Studio (CS 126)
Discreet Structures (CS 173)
Introduction to Java Programming (CS 125)
Introduction to Computer Science Hon. (CS 196)
Calculus I (MATH 221)
Calculus II (MATH 231)
Introduction to Anthropology (ANTH 101)
Cultural Anthropology (ANTH 103)

## PROJECTS

### MHacks X 2017 | LitRide
- Developed the application on Android Studio, used Java to write the script for the program and XML to design the application.
- 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.
- Developed an Android Application that was a portal to book Uber and Lyft Cars for free.

### MadHacks HeartBleed 2017 | VFIT
- Developed a Virtual Reality + Augmented Reality game for Physiotherapy.
- 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.
- Scripted the Game on C# using Visual Studio.
- Created a game mode in which the application would ask to user to perform certain exercises, and depending upon how well the user does the exercise he/she shall get points on it.

### CS 196 Project | Denn
- Created a Web Application using HTML, CSS, Flask, NGrok.
- A Web Application that allows multiple people to video chat while watching a Video or Movie simultaneously, synced through multiple devices.
- The front end of the application was created using HTML and CSS.
- The application was web hosted using NGrok and locally hosted for testing using Flask.
- We used the OpenTok api to enable the video chat experience in the application and the Motion Corporation api to enable synced video streaming across multiple devices.

## EXPERIENCE

### Course Assistant Spring'18 | CS 125: Introduction to Computer Science
- Interviewed and appointed as a Course Assistant for the Introduction to Computer Science course at UIUC.
- Mentor enrolled students in the Lab Section of the course, clear their doubts and concerns regarding the subject matter.
- Host office hours regularly in the week, to help out students with the subject and to clear their problems regarding the course.

### Head | Info-Tech Committee
- Selected out of a pool of 520 students, to lead the Info-Tech committee by the faculties;
- Hosted the Inter School Info-Tech Fest exe.BIT, where 25 schools participated;
- Undertook the execution of various IT based workshops and events in school such as World Robotics Championship workshop by IIT KGP, assembly IT quizzes, Video making workshops;
- Trained students of classes 8-10 on Photoshop and Multimedia;
- Encouraged juniors for inter-school IT quizzes to promote IT Quiz in school.