



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

Java, Python, C++, C#, HTML, CSS,
Swift, JavaScript

TOOLS

Git, SVN, Terminal, Slack, NGrok,
Unity, IntelliJ, XCode

GRAPHIC DESIGN SOFTWARE

Adobe Photoshop, Adobe Premiere,
Adobe Illustrator, Autodesk 3DS Max

ACTIVITIES & ORGANIZATIONS

Association of Computing Machinery
Association of Data Science and Analytics
Design and Operations at Reflections
Projections

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

Data Structures (CS 225)
Computer Architecture (CS 233)
Software Design Studio (CS 126)
Discreet Structures (CS 173)
Introduction to Java Programming (CS 125)
Introduction to Computer Science Hon. (CS 196)
Linear Algebra (MATH 415)
Technological Anthropology (ANTH 372)

WORK EXPERIENCE

Research Assistant | Social Spaces Research Group | Summer '18 - Present

- Worked as a Research Assistant under Prof. Karrie Karahalios over Summer '18;
- 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.

Software Development Intern | 4CeeD | Fall '18 - Present

- Working as an intern, under the supervision of Prof. Klara Nahrstedt, at 4CeeD; a light weight 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.

Course Assistant | CS 125: Introduction to Computer Science | Spring '18

- 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 students with the subject and to clear their problems regarding the course.

PROJECTS

MHacks X 2017 | LitRide | JAVA

- 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 | C#

- Developed a mixed 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.

CS 196 Project | Denn | JAVASCRIPT

- 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.