TUSHIT JAIN

3884 Harlequin Terrace, Fremont, CA 94555.
Mobile: 607 - 232 - 0354/ Email: tushitjain@gmail.com / Webpage: https://tushitj.github.io/

EDUCATION:

Master of Science, Computer Science   Dec 2017
State University of New York, Binghamton, NY, USA

Bachelor of Engineering, Computer Science   July 2016
GGS Indraprastha University, Delhi, India

PROFESSIONAL SUMMARY:

- Several years of experience in design, development, testing and submission of Java applications.
- Strong experience with complete product development lifecycle, developing consumer facing applications, Object Oriented Analysis and design methodologies.
- Strong expertise in developing iOS applications using Xcode.
- Proven experience of building beautiful UI in previously shipped Angular applications.
- Excellent troubleshooting and debugging skills.
- Prior experience of working across different teams like Product, Design, Development, Testing.

TECHNICAL SKILLS:

- **Programming Languages:** Java, C, C++, Objective C, Swift, SQL, Android & iOS programming.
- **Web Technologies:** JavaScript, Angular, NodeJs, HTML/DHTML, CSS, XML, AJAX, JSON.
- **Database:** MySQL, MongoDB.
- **Operating Systems:** OSX, Windows, Linux (Ubuntu).
- **Servers:** Apache HTTP, Tomcat.
- **IDE/VCS/Build Tools or Systems:** Android Studio, Eclipse, NetBeans, Xcode, WebStorm, Github, Git, Ant.

WORK EXPERIENCE:

Intern at Lucideus Cyber Security   June 2015 – July 2015
- Designed and developed an E-Commerce Web application from the beginning.
- Worked on critical security areas of the applications and make it secure from any kinds of cyber-attacks.
- Worked across Product, Design and Testing teams to gather product specifications and develop a high-quality application.
- Used Kali Linux for Testing environment.

ACADEMIC PROJECTS AND EXPERIENCE:

Java Developer on Loan Originating System
- Developed a Java desktop application.
- Loan Originating System analyzes the customer profile by taking in several inputs and checks for black listed customer and then creates a graph of the risk involved in accepting loan request of the customer and how favorable it is for bank to process the loan.

iOS Developer on 4InARow
- 4InARow is an AI based game application built in Swift.
- Extensive use of GamePlayKit, a library designed to handle non-drawing gaming functionality.
- With the use of path finding, the game finds all the possible moves and makes the best move possible.

iOS Developer on Stacks
- Stacks is a simple application that requires time pressing the screen to stack a small block on top of the stack already made.
- The application is built on the unity engine and can be scaled to run on any platform.
- During this application development, I learnt the basic working of unity engine and C#.

iOS Developer on Infinity Runner
- Infinity Runner is a platform game where you must avoid the bee touching a tree.
- Tap on the screen to change the side of the platform at which the bee is travelling to avoid touching tree.
- During this application development, I learnt the working of physical bodies and their contacts in game world.