**TUSHIT JAIN**

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***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.