

ALAY PARIKH

(+1) 408 483 1223 ♦ Bay Area, CA

alayparikh98@gmail.com ♦ github.com/alay1884/ ♦ linkedin.com/in/alay-parikh/

OBJECTIVE

Internship: Seeking job for Software Engineer intern role with 6 months of full stack development experience in industry.

EDUCATION

Master of Computer Science, University of Texas, Arlington

Expected 2021

Relevant Coursework:

Data Analysis, Algorithms, Database Technology, Artificial Intelligence, Data Architecture, Cloud Technologies - Azure, google cloud, Amazon web services, Software Testing, Software Engineering Design.

Bachelor of Computer Science, Silver Oak College

2015 – 2019

Advanced Java, Web Technologies, Big Data Analytics, Web Data Management, IOS programming, Database Management Systems, Software Engineering, Network Security, Data Mining, Data Structures, OOPS concept, Operating Systems, Computer Network, Computer Architecture, Cyber Security, Distributed OS

SKILLS

Technical Skills: Java, Python, C++, Mysql, Pig, Hive, Scala, MVC & Spring Frameworks, Agile, AWS, Apache Hadoop

Soft Skills: Public Speaking, Entrepreneurship, Managerial skills, Disaster Management

EXPERIENCE

Software Engineer

June 2019 - Dec 2019

[Oscod Technologies](#)

Ahmedabad, India

- Worked for this startup to develop web application : [Kutch Culture](#)
- Full Stack Development of Spring Framework based server-side application.
- Developed some Rest APIs performing read/write operations on Database.

PROJECTS

UTA Market Place

Feb 2021

- Designing UI/UX for an android application to buy, sell and exchange items with students inside the university.
- Support Group chat feature with other users and storing relevant data in relational database

Hotel Management App

May 2020

- Designed and developed Android application for hotel booking using Java and SQLite on Android Studio
- Role-based management system for various user types like app admin, managers and customers each having certain set of access control for CRUD operations on user related Data and payment system

8-Bit Game Development

June 2018

- Prototyped 8-bit game development on the platform Game Maker 8.1 using JavaScript.
- Developed new features with enhanced challenges and modifications to the traditional Retro game.

Android Distribution

July 2017

- Developed a customized OS on top of Open source distribution of Android under lineage OS to enhance user experience.
- All individual user has the ability to customize their update choices by picking and choosing specific updates rolled on to Android.

EXTRA-CURRICULAR ACTIVITIES

- Member of core committee for IEEE Student Chapter.