

# UMANG DOSHI

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Permanent Address

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## Education

Rutgers University, New Brunswick NJ 08901

**Sep. 2016 – Dec. 2019**

Bachelors of Arts in Computer Science GPA: 3.05

Atlantic Cape Community College, Mayslanding NJ 08330

**Sep. 2015 - May 2016**

Computer Applications/Information Technology GPA: 3.82

## Professional Experience

Federal Aviation Administration, Computer Science Specialist Intern

**Jul. 2019 – Sept. 2019**

- Worked within the Test Application Development Team
- Wrote weekly equipment maintenance and service history reports, analyzed and updated data in the Aviation Enrichment Mini-Symposium's database, and created a customized PDF file for Space Management in JavaScript.
- Designed and Tested Multi-use databased user interface for Lab scheduling system for ERAM, ATOP, OIIF, and TFM.

Rutgers University, Teaching Assistant

**Sep. 2017 – Dec. 2017**

- Supported classroom instruction as per instructor requirements in an introductory-level Labor Studies course of 170 students.
- Assisted faculty members with classroom instruction, assessment, record keeping, and other administrative tasks.

Caesars Entertainment Corporation, Slot Attendant

**Feb. 2016- Nov.2017**

- Responsible for payment of Slot Jackpots, Ticket Fills, and Equipment jams. Complied with all Internal Controls, Standards and Procedures
- Use and access to CIMS databases and secure identification information.
- Daily hardware and software troubleshooting experience with various gaming machines: *Konami, Williams(WMS), Aristocrat, International Game Technology(IGT)*

AtlantiCare Medical Center, Technology Support Intern

**June 2014 – 2015**

- Interact with workers to provide and process information in response to inquiries, concerns, and requests about devices and services.
- Image and programed multiuse printers, computers, networks, and tablets with high-security operating systems and programs.

## Projects

### Circuit Simulator

**Nov. 2017 – Dec. 2017**

- Simulated the output of combinational circuits, using C.
- Implemented a sort for unordered circuit descriptions, and a switch to toggle between gray and binary code.
- Used the following logic gates: NOT, AND, OR, NAND, XOR, DECODER, MULTIPLEXER.

### One Shot Learning

**Sep.2017 – Oct. 2017**

- Implemented a simplified machine learning algorithm, using C, to predict house prices when given inputs of historical data.
- Used linear regression with least squares error to assign the weights for the attributes of the house from training data.
- Incorporated data into matrices for more efficient processing.

### Solitaire

**Jan. 2017 – Feb. 2017**

- Implemented a simplified version of Bruce Schneider's Solitaire Encryption algorithm in Java.
- Used a circular linked list deck by parsing numeric values from a text file.
- Encrypted and decrypted messages based on an input key from the user.

### Connect Four

**Nov. 2016 – Dec. 2016**

- Developed the game Connect Four which implemented a GUI interface, using Java.
- Created a simple AI with two difficulty settings.
- Added a feature that allowed players to choose their chip color.

## Skills Summary Proficient in

- ❖ Adobe Photoshop CS6
- ❖ Adobe Illustrator CS6
- ❖ Java
- ❖ Eclipse
- ❖ IntelliJ
- ❖ C
- ❖ HTML/CSS3
- ❖ Microsoft Office Suite
- ❖ Exceptional Communication Skills
- ❖ Vim
- ❖ Git
- ❖