

JAYASHANKAR MANGINA

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Education

Master of Science: Applied Computer Science

January 2021 - May 2022

Northwest Missouri State University - Maryville, MO

GPA: 3.7/4.0

Relevant Coursework: Web Applications and Services, DBMS, Advanced DBMS, Data Structures, Big Data, Object-Oriented Programming, Mobile Computing: iOS, Data Visualization, Graduate Directed Projects.

Bachelor of Technology: Electronics and Communication Engineering

June 2015 - June 2019

Sagi Rama Krishnam Raju Engineering College – Bhimavaram, India

GPA: 3.3/4.0

Relevant Coursework: C Language, Computer Architecture and Organization, Computer Networks

Technical Skills

- **Languages:** Java, C, Swift, Kotlin, Python, HTML, CSS, JavaScript.
- **Technology:** iOS, Android, MVC Architecture, Tableau, GitHub, Figma, Adobe Illustrator
- **Databases:** Google Firebase, MongoDB, MySQL

Professional Experience

Programmer Analyst, Cognizant Technology Solutions. – Chennai, India

11/2019 – 12/2020

- Created data models and trained the listeners to read the emails of different formats sent to our business emails and classify the data captured and display them in the portals as per the requirements using Pega.
- Implemented some POC for the projects that concentrate on Pega Automation.
- Made significant changes to the Section User interface and Web Design.

Software Intern, Verzeo Incorporation - Hyderabad, India

06/2018 – 07/2018

- Developed an NLP Based “**Spam Text Classifier**” that detects and differentiates a dataset of 8000 sentences into ‘Spam’ or ‘Not Spam’, using Python libraries and Machine Learning algorithms.

Software Intern, Internshala – Hyderabad, India

05/2018 – 06/2018

- Developed an **Android Music Player** Application named ‘**Echo**’ that plays, skips, shuffles, and pauses the user’s song using Kotlin Language and XML.

Research & Projects

Community Emergency Response Team | [Swift, FireBase, CocoaPods, Xcode, iOS SDK] | [View on GitHub](#) | [View Wiki](#)

An iOS Application that provides immediate assistance to the victims of disaster/apocalypse by fetching the incident details in real-time and sending in the CERT team for rescue operations.

- Designed the Application Logo, prototypes, and wire-framed the application using Figma software.
- Integrated ‘**MapKit**’ (Apple’s Integrated Maps framework) into the application, extracted the user’s location, and created automation to auto-fill the values in the ‘**Create Report**’ page.
- Developed ‘**Image Picker**’ functionality to let the victim report the incident by uploading Picture captured through camera/user gallery using **Apple’s UIImagePickerController & UIPickerView Frameworks**.

Pic-To-Send | [Swift, Multi-Peer Connectivity, iOS SDK] | [View on GitHub](#) | [View Wiki](#)

An iOS Application that lets the users share pictures and messages with the other nearby users in real-time.

- Used ‘**Multi-peer Connectivity**’ framework which allows users to connect with nearby users.
- Modeled the Application Logo, Launch Screen and Home Screen, Prototypes and Wireframes using Figma.
- Implemented Image Picker, UICollectionView to display images upon receiving from other users.
- Added ‘**Send Message**’ as a bonus feature to enable communication between the connected users.

Web-Socket Chat Application | [HTML, CSS, JavaScript, Java, SpringBoot] | [View on GitHub](#) | [View Wiki](#)

A Web application that provides group chat messaging service for users to chat with other users online.

- Achieved two-way communication between the server and the client using the WebSocket Protocol.
- Established communication between Client (which is a browser) and server via the STOMP Protocol, which specifies a protocol for communicating with clients and servers using message semantics.