

Sandeep Jain

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SUMMARY

Creative computer scientist with degrees in **Physics, Engineering and Applied Science**, and **Computer Science** from **top American universities**. Background in developing mobile applications for the **iOS platform** and in developing **Java based web applications**. Expertise in **UML** based object oriented modeling and design. Experience and expertise in **neural network** based pattern recognition and signal classification applications. Currently working as the **CEO** of **Bhasha English**, a company dedicated to teaching English to Indian language speakers, in an interesting way.

EDUCATION

Master of Computer Science (1999)

University of Illinois at Urbana-Champaign, Urbana-Champaign, Illinois, USA

BS, Engineering and Applied Science (1991)

Focus Area: Computation and Neural Systems

California Institute of Technology, Pasadena, California, USA

BA, Physics (1991)

(Joint Dual-Degree with the California Institute of Technology)

Pomona College, Claremont, California, USA

PROFESSIONAL EXPERIENCE

Founder & CEO • Bhasha English, Noida, India • 2017 - now

The purpose of Bhasha English is to create software to teach English to Indian language speakers.

Founder & CEO • MatruWeb, Noida, India • 2016 - now

The idea behind MatruWeb is to create machine learning software to automatically translate and convert English language websites into Indian language websites.

Chief Technology Officer • Banyan Logic, Noida, India & Virginia, USA • 2014 – 2016

Banyan Logic offered consulting services for the implementation of Customer Relationship Management (CRM) products. My role was to take responsibility for the company's deliverables.

Independent Software Consultant, Noida, India • 2001 – 2014

Projects include:

- **iPhone Application Lead Developer** for Tech urSelf
Worked remotely (from India) with Tech urSelf, a California based company, developing for the iOS platform. Their flagship product, urWell, offered a platform for people to track their wellness.
Technology: iOS, Xcode, Objective-C.
- **iPhone Application Owner/Developer**
Developed an iOS Application, "Planet Laws - Know Your Solar System". The app (among other things) solves the differential equations of gravitation, and shows the simulated path of a sample planet around the Sun. The app is built on the Core Animation technology of the iOS platform.
url of the app is: <http://itunes.apple.com/us/app/planet-laws-know-your-solar/id418516576>

Technology: iOS, Xcode, Objective-C, Core Animation.

- **Web Application Team Lead** for Agilent Technologies
Led a team of developers to migrate Agilent's BroadVision based content management system for its website to a Java (J2EE) based web application.
Technology: Java, JSP, Struts, iBatis data access framework.
- **Senior Software Architect** for client side software at ACL Wireless (now ACL Mobile)
Hired developers and led them in creating a high quality client side instant messaging platform.
Technology: Visual C++, J2ME, cellphone (SIM cards), Pocket PC SDK, XML.

Technical Lead • TechSpan (now Genpact), Noida, India • 1999 – 2001

Worked on a number of projects. Some samples:

- **COM2Java Migration Tool** for Sun Microsystems
Created a compiler to compile Microsoft COM files into Java interface declarations.
Technology: Java AWT, java cc (Java Compiler-Compiler), COM, MIDL.
- **TeleMail**, a tool to access email via telephone
Led an R&D group to develop an innovative product to convert email text into a telephone-accessible interface. Originated concept and co-developed the product.
Technology: Visual C++, Microsoft Text-to-Speech engine, Microsoft Telephony API.

Tutor • New Delhi, India • 1994 – 1998

Tutored students in mathematics, science, and computer science - in my locality (1994 – 1995), and at the American Embassy School in New Delhi (1995 – 1997). I also gave tuitions in software engineering and programming languages to prospective software professionals (1997 – 1998).

Software Engineer • California Scientific Software • Nevada City, CA, USA • 1991 – 1994

Developed neural network pattern recognition software, and implemented solutions for companies.

Technology: C++ for the DOS/Windows 3.1 platforms, BrainMaker Neural Network Simulation Product.

Research Assistant • Pine Lab, California Institute of Technology, Pasadena, CA, USA • 1990 – 1991

Built an electronic interface between live biological neurons in a silicon array, and a lab computer.

Summer Undergraduate Research Fellow • Jet Propulsion Lab • Pasadena, CA, USA • Summer, 1989

Participated in an experimental project to bring JPL's technology to the automobile industry.

COMPUTATIONAL SKILLS

Languages:	Java, Objective-C, C/C++, SQL, XML, HTML, Javascript
Frameworks:	Struts, MyBatis, Servlets, JSP, J2EE / Java EE, iOS Frameworks
Tools:	Tomcat, Eclipse, Xcode, Rational Rose, Subversion, Git
Databases:	MySQL, Oracle
Other:	User interaction design, UML based design, Database modeling, Project Management, Cloud technologies, and Neural Networks

AWARDS and HONORS

Recipient of an undergraduate scholarship awarded for a BA-BS joint dual-degree program at Pomona College and the California Institute of Technology, respectively.

Awarded the Tileston Physics Prize at Pomona College - Award Criteria: The junior physics major whose record is considered the most promising.