

Shah Pavel Jamal

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Experience

Software Engineer, Eduware Inc.

September 2007 to Present

Lead the user interface design for the web applications Wizard Test Maker, Test Wizard and District Benchmark. Replaced ASP.Net Ajax with custom libraries which minimized page size by 85% while providing a faster experience. Developed district benchmarking reports with various visualization schemes and WYSIWYG PDF output. Designed scalable caching in data layer which dramatically increased server side performance. Developed applications for classroom interactivity using remote controls directly on the web.

Teaching Assistant, Stony Brook University

Fall 2008 to Spring 2009 and Spring 2010

Worked one semester for Web Design and two semesters for Game Programming. Held office hours where students would come for help in understanding the course material.

Senior Page, The New York Public Library

October 2005 to July 2007

Supervised six pages along with organizing their schedules and assisted the librarian with customer service in Chatham Square Library, one of the most congested NYPL branch located in the heart of Chinatown.

Education

BS/MS in Computer Science, Stony Brook University

In an accelerated program with CSE GPA of 3.91 where I developed an operating system, participated in programming challenges and spent time on personal projects.

Personal Projects

BusySally.com (Python) – Reminder system for taking the pill using SMS with access through Web, iPhone, Phone Call, SMS & Windows Desktop.

Project Immunity (C# HLSL) – Shooting game taking place inside the human body fighting against virus & disease for Microsoft Imagine Cup competition

ThreeDIRC (Pascal) – 3D chatting, GUI engine & dynamic world manipulation on IRC

CheckersME (Java) – Mobile checkers game with AI, animation, particle effects

Fair Haven (C#) – MMORPG game with swimming, items and world editor

EquiExchange (Coldfusion) – Stock trading website earning 1st place in class competition

WolfScript (Python) – Developed my own dynamic object oriented scripting language

Slide Engine (AS3) – Designed flash game engine where Flash IDE is also the map editor

Game Of Life (Java) – Fully functional board game with 2D graphics engine

Legend Engine (C++) – 3d game engine with landscape, physics and static model loader

Chinese Poker (AS3 C#) – Multiplayer flash game running on multithreaded server

Pokemon Azerath (Python) – Fan game with original storyline, battles and NPC's

Bubble Trouble (C++) – 3D bubble shooting game, remake of popular flash game

I am always working on something.

To see more of my work go to www.sprklab.com/portfolio

Languages

C#

Java

C/C++

Python 2.6

Actionscript 3

HTML/DHTML

Pascal/Delphi

Coldfusion

Javascript

HLSL

SQL

Tools

Flash

3DS Max

Photoshop

Visual Studio

Eclipse

J2Me

Frameworks

XNA

Django

ASP.Net Ajax

