Aarjav Jain (he/him) Computer Engineering Student

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TECHNICAL SKILLS

Programming Languages: Python, HTML/CSS, Javascript, C, C++ **Frameworks and Applications:** React.js, MATLAB, SolidWorks

Software Tools: Git, Arduino IDE, Visual Studio Code

EDUCATION

University of British Columbia

Bachelor of Applied Science - Computer Engineering
Related Courses:

• Introduction to computer engineering design: 97%

• Linear Systems: 94%

OTHER WORK EXPERIENCE

Kumon North America, Calgary, Alberta Instructor and Marker September 2021 – August 2023

Expected Graduation: May 2027

CGPA: 89.7%

- Assisted and motivated students in grades K to 12 to improve their math, reading, and work ethic.
- Provided immediate feedback on students' work to guide their learning process.

TECHNICAL PROJECTS

Music Beat Detector, Personal Project

May 2023 - August 2023

- Developed a real-time audio analysis algorithm and GUI in Python using pyaudio, OpenCV, and spotipy to detect beat elements (bass, claps, hihats), synchronize lyrics, and change screen colors accordingly.
- Created a C/C++ WinAPI GUI implementation with portaudio.h and fftw3.h for audio processing.
- Utilized React and Web Audio API to create a web implementation and to download the C/C++ GUI.
- Recorded lyric videos of popular songs, sharing them on the "Lyric Light Room" YouTube channel.

ENGINEERING STUDENT TEAMS

AgroBot, UBC

Applied Al Developer

January 2023 - May 2023

- Collaborated in an agile software development environment to discuss our CNN model's progress.
- Utilized Labellmg to annotate many crop images with bounding boxes and identify crop types.
- Developed a computer vision algorithm to accurately contour crops and eliminate weeds in plant images with 94% accuracy.
- Trained a YOLOv8 model using Roboflow to determine bounding boxes on crops and weeds in plant images with 90% accuracy.

INTERESTS & ACTIVITIES

- Learning Languages (Currently Japanese)
- Working Out
- Programming Personal Projects