

# Ayush Jain

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## WORK EXPERIENCE

**ASSA ABLOY** — Lake Forest, CA

Jun 2024–Sept 2024, Jun 2025–Present

*Mobile Engineering Intern*

- Manufactured POC, design and code for standalone Wear OS app, allowing secure two-factor authentication and critical access features with integration for various locks
- Created custom Kotlin scripts and classes to build updated dataflows for various Kwikset mobile applications, improving the upgrade process for Aura, Halo and Kwikset locks by 30%
- Rectified pain points in user experience for native Android app by enhancing Biometric login features
- Created high-level design documents with Figma to outline a 240+ node dataflow map, showcasing a design structure of application navigation architecture
- Worked on the UNITE Multifamily mobile application platform to increase user satisfaction
- Established benchmarking for HALO 2.0 mobile project, while following android architecture guidelines, allowing for more efficient system performance measurement

**The EyeD Project** — Irvine, CA

Jan 2023 – Jun 2025

*Lead Researcher*

- Led a 24-person team to implement and publish a responsive Android Application that utilizes a TensorFlow Deep Learning model to analyze live images captured on mobile devices
- Built an eyedrop bottle identifier by labeling 15,000 images to create a dataset in order to train YOLO object detection with Label Studio
- Deployed a local server integration to store JSON packets of critical medical data in order to communicate with mobile devices
- Initialized a Roboflow server with custom dataset and trained model to respond for real-time object detection result calls in mobile application

**PreSearch** — Irvine, CA

Jan–Mar 2024, Apr–Jun 2025

*Front-End Development Intern*

- Developed dynamic landing, profile, and applicant pages integrating custom authentication features with Google OAuth using JavaScript, enhancing user experience and security.
- Engineered data synchronization by implementing POST and GET requests for user data, streamlining workflow, ensuring efficient communication between front-end and back-end systems.
- Utilized Heroku to deploy and manage web applications, ensuring scalability and accessibility.
- Created wireframes and hi-fidelity Figma mockups for website pages, showcasing a keen eye for design and usability, and curated an extensive custom color palette to enhance brand identity.

## PROJECTS

**The Ojos Project**

January 2024 – Present

*Full-Stack Developer*

- Developed interactive front-end components for *Iris* using React; implemented asynchronous functions, caching, and memory management to enhance application responsiveness and user experience.
- Engineered back-end functionalities with Tauri in Rust, designing data structures and commands to support AI features, including a locally hosted LLaMA LLM integrated into embedded hardware systems.
- Designed intuitive UI/UX layouts and custom icons for the front end using Figma, ensuring a seamless and visually appealing user experience.

## EDUCATION

**University of California Irvine** — Irvine, CA

September 2021 – June 2025

*B.S in Informatics, Specialization in Health Informatics*

*GPA: 3.81 | Dean's Honor List: Fall 2022–Spring 2025*

## SKILLS

**Programming Languages:** Java, Python, Kotlin, Rust, HTML/CSS, JavaScript, Typescript, Swift, SQL

**Frameworks / Tools:** Git/GitHub, Android Studio, Google Firebase, TensorFlow, Roboflow, Label Studio, Burp Suite, Angular, React, Ionic, Spring Boot, Figma

**Platforms:** JIRA, BitBucket, Confluence, Trello, Microsoft Suite, Zoom