

# Jayadeep Sayani

Victoria, BC, Canada | jayadeeps1101@gmail.com | 250-880-9270 | Portfolio | LinkedIn | GitHub

## Education

University of Victoria, BSc in Computer Science and Mathematics

Sept. 2024 – Apr. 2028

## Skills

**Languages:** Java, Python, HTML/CSS, JavaScript, Working Knowledge in C

**Libraries / Frameworks:** React, Node.js, PrismaORM, Express, Flask, Langchain, JWT Auth

**Technologies:** VS Code, Eclipse, Git, GitHub, Bash (Linux), Godot Game Engine, Word, Excel

## Work Experience

Full Stack Developer Intern

May 2025 – Aug. 2025

CareLife – Remote, Canada

- Developed responsive web pages for the Care Life Portal using **Angular** and **Ionic**, enhancing client need tracking and user accessibility.
- Developed along with the backend team to create a **JavaScript** automation tool using **REST APIs** and file system operations to monitor 200+ fall detection cameras, which improved real-time incident tracking and reduced manual monitoring efforts.
- Enhanced system reliability by flagging cameras within 2 minutes of failure through notifications in **JavaScript**.
- Participated in sprint planning and code reviews using **Agile workflow**.

## Projects

ScholarLog | React, JavaScript, TypeScript, Node.js, CSS

GitHub Repo

- Empowered 300+ students to track GPAs by developing a web platform through **React** and **Node.js**.
- Designed a user-friendly interface across 10+ pages using **TailwindCSS** and **ShadCN** for a smooth experience.
- Implemented core application logic using **JavaScript** and **TypeScript**, improving code maintainability, type safety, and overall development reliability.

Infinite Craft Remake | Vue, Python, HTML, SCSS

GitHub Repo

- Rebuilt the gameplay logic of Infinite Craft, a combination-based crafting game where players merge base elements to create new items using **Vue**, **HTML**, **SCSS**.
- Built a custom Rest API using **Python** and **Flask** to handle crafting logic and item combinations, including a local caching system to avoid redundant requests and improve responsiveness.

Timetable Generator | Java, File I/O

- Built a large-scale timetable generator in **Java** for 1,000+ students across two semesters, leveraging robust **file I/O** to parse course data, capacities, time blocks, prerequisites, and student main/alternate selections.
- Designed and implemented a **genetic algorithm** to optimize schedules under capacity limits, time conflicts, and cross-semester prerequisite constraints.

## Hackathons

TECHNATION X Telus AI for Innovation - 3rd Place

January 2026

- Conceived and pitched Nostutta, an AI-powered healthcare tool to help individuals who stutter practice and improve speech fluency
- Collaborated with three students across Canada to build the application using **React**, **Python Flask**, and **Wispr Flow AI**
- Applied AI in a real-world healthcare context, focusing on accessibility, personalized feedback, and user confidence