Samta Priya Jain

Computer Science 2B | spjain.ca | spjain@uwaterloo.ca | 647 860 5622

SKILLS

Languages: Javascript/ES6, Java, Python, HTML, CSS, EJS, C#, C, C++, SQL

Technologies: React, React Native, Node.js, Polymer, Appium, Cucumber, JMVC

Tools: Git, Unix, PyCharm, IntelliJ IDEA, Jenkins, JIRA, Unity

EXPERIENCE

Intelex Technologies | Mobile Software Development Intern — Jan 2020 - Apr 2020

- Improved mobile app's image processing by implementing image decoding, type conversion and resizing using **React Native**, **Java**, and **Objective C**
- Updated UI and state handling of mobile QR code login for iOS and Android apps
- Reduced feature BDD testing time by **10%** by improving test scalability and reducing redundancies using Cucumber
- Collaborated to migrate mobile app automation suite to Appium

Veeva Systems | Software Engineering Intern — May 2019 - Aug 2019

- Launched product demo using **React**, integrating search and data management widgets to fetch live updates from API
- Implemented data customizability on dynamic hierarchical graph visualization used **9100+** times monthly, using **JMVC, EJS, Sass, D3**
- Improved UI coherence and usability across the product by supporting custom entities and relationships of the user's specifications
- Developed interface of interactive force-directed graph widget that visualizes complex relationships using **Polymer, D3**

WatLock | Software Team Co-Lead — Oct 2018 - Present

- Leading SEDRA design team of 52 members to engineer airlock for Mars colony
- Directing projects to build UI for astronaut interface and construct **server communication** methods using Arduino and C

The Lions Byte | Executive — Sept 2017 - June 2018

- Conducted workshops on **web development** and **Python** for new developers, judged final submissions of two hackathons

PROJECTS

GrowCeries — Sept 2019

- Built customer traffic data collector prototype using **React, Google Maps API** at Hack the North 2019

Angry Antarctic — Jan 2018

- Created 2D **Unity** game inspired by Angry Birds using C# and Unity's physics engine, designed 10 levels of gameplay

Forest Fire Damage Predictor — Aug 2018

- Applied machine learning regression Random Forest, predicts amount of land damaged by analyzing environmental data
- Used **Python** with Pandas, Numpy, and Scikit libraries to prepare, train, and test data with **95.08%** accuracy

AWARDS

- **First Place** in school for Canadian Computing Competition in 2017, 2016, 2015
- **8th worldwide**, DECA's Business Finance Series, 2018

EDUCATION

University of Waterloo | Honours Computer Science Co-op

Candidate for Bachelor of Computer Science, April 2023