Samta Priya Jain

Computer Science 3A | spjain.ca | spjain@uwaterloo.ca | 647 860 5622

SKILLS

Languages: JavaScript/ES6, Java, Python, C++, C#, C, HTML, CSS, EJS, SQL
Technologies: React, React Native, Node.js, Polymer, Appium, Cucumber, JMVC
Tools: Git, Unix, Jenkins, JIRA, XCode, Android Studio, Unity

EDUCATION

University of Waterloo | Honours Computer Science Co-op

Candidate for Bachelor of Computer Science, Sept. 2018 - April 2023

EXPERIENCE

Intelex Technologies | Mobile Software Development Intern   Jan - Apr 2020 | Sept - Dec 2020

- Improved mobile app's image processing by implementing image decoding, type conversion and resizing using **React Native**, **Java**, and **Objective C**
- Developed interface of **mobile e-signature** feature and added user paths for cohesive experience
- Conducted research and presented recommendations on implementing **universal links** on iOS devices
- Reduced feature BDD testing time by **10%** by improving test scalability and reducing redundancies using Cucumber
- Improved UI and state handling of mobile QR code login for iOS and Android apps
- 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 Lead   Oct 2018 - Jan 2021

- Leading SEDRA design team of 52 members to engineer airlock for Mars colony in international competition finals
- 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

Angry Antarctic

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

Pocket Observatory

- Built Android VR app simulating immersive night sky experience using **Unity, C#** at Hack The 6ix 2019

Forest Fire Damage Predictor

- 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