

# Samta Priya Jain

Computer Science 2A | spriyajain.github.io | spjain@uwaterloo.ca | 647 860 5622

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## SKILLS

**Languages:** Javascript/ES6, EJS, Python, Java, HTML, CSS, SCSS, C#, C, VB.NET, SQL

**Technologies:** React, Polymer, JMVC, Bootstrap, Phaser.JS, Numpy, Pandas, Scikit, D3

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

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## AWARDS

- **First Place** in school for Canadian Computing Competition 2017, 2016, 2015
  - Ranked **8th** worldwide for DECA's Business Finance Series, 2018
  - President's Scholarship Of Distinction, entrance average 95+
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## LEADERSHIP

The Lions Byte | Executive  
Sept 2017 - June 2018

- Organized and judged final submissions of two hackathons
- Conducted workshops on **web development** and **Python**

DECA | Co-President  
Sept 2015 - June 2018

- Co-founded DECA business competition chapter, led **171** students, guided **68** to compete provincially, **9** internationally
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## EDUCATION

University of Waterloo  
Honours Computer Science  
Candidate for Bachelor of Computer Science, April 2023

## EXPERIENCE

Vevea Systems | Intern Software Engineer  
May 2019 - August 2019

- Independently built and launched widget product demo using **React**
- Implemented data customizability using **JMVC, EJS, Sass, D3** on dynamic hierarchical graph visualization, used more than **9100** times monthly
- Collaborated to develop smooth UI of interactive force-directed graph widget used to visualize complex relationships using **Polymer, D3**

Watlock | Electrical Team Co-Lead  
Oct 2018 - Present

- Leading UW design team to engineer airlock for Mars colonization
- Directing project to engineer UI for astronaut interface, and construct **server communication** methods using Arduino and C

Junior Achievement | Web Developer  
Oct 2016 - Apr 2017, Oct 2017 - Apr 2018

- Collaborated to design brochure websites for two youth startups
- Achieved ROI of **242%** within 7 months

### Hackathons

- Developed a motivational chatbot prototype using Python at Fraserhacks in February 2017
  - Created remote fast food ordering app prototype using Javascript, HTML, and CSS at Bonfire in August 2017
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## PROJECTS

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

Angry Antarctic Jan 2018

- Created 2D **Unity** game inspired by Angry Birds with peer, using Unity's physics engine to perfect object behaviour in space

Web Development July 2016 - Feb 2018

- Designed **responsive**, professional website for accounting firm using Bootstrap, HTML, and CSS to increase market reach
- Developed 2D browser game using **Phaser.JS** that continuously generates random gameplay