

# Sanjana Jain

sanjana2070.github.io | sanjana2070@gmail.com | github.com/Sanjana2070 | linkedin.com/janis-sanjana-jain

## SUMMARY

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My goal is to model voluntary human movement and design interactive systems with **computer vision and machine learning**. I spent 3+ years as a software analyst maintaining large-scale enterprise systems at Deloitte. I am a National hackathon winner, specializing in game development, augmented reality and virtual reality.

## HACKATHONS & AWARDS

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- **1<sup>st</sup> Prize National Winner, Smart India Hackathon**  
*Future Generali Mixed Reality Application [Certificate]* Mar 2019
  - Built a **Mixed Reality insurance support** tool to streamline customer onboarding and explain claim processes.
  - Selected as the national winner for innovation, technical execution, and real-world applicability.
- **Finalist, Build for Digital India Hackathon, Google**  
*RetailAR: Retail Augment Reality* Feb 2020
  - Developed a single-point end-to-end AR-based interface to **improve shopping experience** for retail customers.
  - Integrated navigation of stores via **geofencing**, product information via QR, and **recommendations** via **ML**.
- **Scholarship, Spark AR Open Program, Facebook**  
*School of Innovation India from Facebook [Certificate]* Mar - Jun 2020
  - Among **top 250** teams out of 10,000 students to receive scholarship and certification to Spark AR flagship program.
  - Fully-funded intensive training on Spark AR, **3D modeling**, **Visual Scripting** and Reactive Programming.
- **South Asia Winner, OpenCV AI Competition**  
*Gait Analysis for Parkinson's Disease [University Recognition]* Mar - Aug 2021
  - **Phase 1 winners** of the South Asia Region and qualified among the **top 150 research** projects worldwide.
  - Support early screening of Parkinson's through **joint motion patterns in walking videos** with computer vision.

## WORK EXPERIENCE

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- **Deloitte USI** Gurgaon, India  
*Identity and Access Management, Cybersecurity* Feb 2021 - Apr 2024
  - Managed end-to-end access provisioning for enterprise applications across both Windows and Linux environments.
  - Resolved server authentication failures caused by Centrify package issues, cache problems, and configuration errors.
  - Fixed authorization issues in Linux servers by correcting AD group memberships and privilege misconfigurations.
  - Recognized with multiple Spot Awards and an Applause Award for reliable execution in critical access operations.
- **Internship: Elixir Systems** Delhi, India  
*AR Developer Intern: [Work Sample]* Apr 2020 - Jun 2020
  - Designed and developed augmented reality simulations aligned with grade IX and X curriculum.
  - Mapped textbook images to interactive 3D models in an Android application using image-based marker recognition.

## EDUCATION

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- **Jaypee Institute of Information Technology** Noida, India  
*B.Tech in Computer Science* Aug 2017 - May 2021
  - GPA: 7.2/10 (cumulative), 8.45/10 (senior year).
  - **Relevant Coursework:** Machine Learning & Natural Language Processing, Matrix Computations, Operations Research, Computer Graphics, Image Processing and Analysis, Algorithms & Problem Solving, Data Structures, Operating Systems and Systems Programming, Database Systems & Web, Computer Networks.
  - **Scholarship:** Awarded a scholarship and recognition certificate by the university for securing a national win.

## RESEARCH PROJECTS

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- **Gait Analysis for Parkinson's Disease** 2021  
*Prof. Suma Dawn* Senior Year Project
  - Computer Vision Solution for an inexpensive, accessible and effective diagnosis of Parkinson's Disease.
  - Used Background Extraction, Noise Filtering, Morphological Transformation to achieve skeletonization.
  - Motion-cue extraction using cosine similarity was done in order to analyze gait.
- **EduAR – Interactive AR Learning Platform** 2020  
*Prof. Suma Dawn* Junior Year Project
  - Built an interactive AR learning application that visualizes science concepts using 3D simulations and animations.
  - Integrated a chatbot and Slack interface to facilitate quizzes and real-time Q&A environment in remote settings.

## SELECTED PROJECTS

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- **Lightweight Motion Question and Answer** 2025  
*[Github]* Independent Project
  - Built a lightweight system for querying info about human motion in short video clips.
  - Designed end-to-end browser workflow for uploading videos and generating motion-aware responses.
- **AR/VR COVID-19 Awareness Simulation** 2020  
*[Demo Video]* Junior Year Project & Dishathon
  - Created VR environments modeling COVID-19 transmission patterns in common public spaces.
  - Built interactive AR simulations to demonstrate how distancing and mask usage influence exposure risk.
  - Implemented physics-based behaviors and optimized scenes for real-time mobile-friendly performance.
- **VirFrame: Interactive COVID Awareness Game** 2020  
*[Demo Video]* GMTK Game Jam
  - Designed a 2D platformer where each player is randomly assigned to play as a “good” or “bad” virus character.
  - Developed gameplay rules focused on unpredictability and engagement to gamify Covid-19 awareness.
  - Implemented core gameplay logic, UI, and game assets for a time-bounded international game jam.
- **FurnitureAR: In-Home AR Furniture Visualization** 2020  
*[Demo Video]* WieHack
  - Created an AR application enabling users to virtually place and visualize furniture in their homes before purchase.
  - Handled object placement, scaling, and simple lighting to maintain realistic appearance in varied environments.

## TECHNICAL SKILLS

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- **Programming:** Python, C++, JavaScript, C#
- **Tools/Engines:** Unity3D, Android Studio, Blender, Adobe Photoshop, IBM Watson
- **Frameworks/Platforms:** ARCore, Vuforia, TensorFlow, OpenCV, Git, Linux
- **Interests:** Game Development, AR/VR, Computer Vision, Machine Learning

## LEADERSHIP & EXTRACURRICULARS

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- **Game Dev and Graphics Society** Jaypee Institute of Information Technology  
*Coordinator* 2019 – 2020
  - Organized Unity game jams and delivered hands-on workshops on 2D and 3D game development.
  - Led Photoshop workshops and mentored juniors in foundational game art and asset creation.
- **Dance Certifications and Workshops**  
*Kathak, Contemporary, Hip-Hop*
  - Formally trained across multiple dance styles, including completion of an 8-year diploma in Kathak.
  - Led online and offline workshops and performed at cultural events and competitions.