

Manan Jain

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Education

🎓 University of Alberta

BSc Honors in Computer Science – GPA: 3.6

Sept. 2021 – May 2025

Edmonton, AB

Relevant Coursework:

- Algorithms 1, Introduction to Software Engineering, Computer Organization and Architecture 1, Introduction to File and Database Management, Basics of Machine Learning, Tangible Computing 1, Tangible Computing 2, Formal Systems and Logic

Deans Honor roll: from 2022-2023 Academic year

Awards: International Student Scholarship (2021-2023)

Experience

🏠 ApexTravels

Full Stack Developer

Remote

April 2023 – Present

- Developed and implemented a responsive and intuitive travel agency website, resulting in a **40% increase in user engagement**.
- Integrated the **SkyScanner API** to provide real-time flight information, improving easy price comparison capabilities by 35%.
- Employed industry-standard practices to optimize performance, security, and usability of the online platform, resulting in a **15% faster page load time**.

🏠 UofA Blueprint

Project Developer

Edmonton, AB

Feb. 2023 – Present

- Collaborated with a team of 12 developers to successfully deliver a robust web application for a non-profit organization
- Utilized React, Node.js, and MongoDB to develop innovative features and functionalities for the web application, resulting in a **decrease in loading time by 20%**.
- Implemented agile methodology throughout the development process, effectively managing project timelines.

Projects

</> QR Hunter (Java, Android Studio)

- Contributed to the development of an Android application that allows users to scan QR codes and earn points.
- Gained expertise in utilizing the **Google Maps API** and implemented the maps functionality, enabling users to view the locations of the scanned QR codes.
- Optimized load times and reduced crashes by 60% by implementing **threading and asynchronous programming in Java**.

</> Snake-Game (RISC-V Assembly)

- Developed a snake game with three different difficulty levels using RISC-V assembly language.
- Implemented **user and timer interrupts** to enhance the game experience.
- Gained a deep understanding of interrupts and exception handlers in assembly programming.

</> Arduino Radar (Java, C++)

- Built a device using Arduino UNO, breadboard, servo motor, and HC-05 ultrasonic sensor to measure the separation between an object and itself.
- Incorporated a visual representation of the object's location relative to the device.
- Developed proficiency in **Arduino programming** and hardware integration.

Technical Skills

Tech Stack:

- Programming Languages and DBMS: Java, C++, Python, JavaScript, RISC-V Assembly, Kotlin, MySQL, MongoDB
- Frameworks: React, Express, Node.js
- Cloud: Google Cloud Platform, Amazon Web Services
- Tools: Android Studio, Arduino, Git, GitHub