

Manan Jain

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Education

University of Alberta

BSc Honors in Computer Science – GPA: 3.6

Expected: May 2026

Edmonton, AB

Relevant Coursework:

- **Operating Systems, Computer Organization and Architecture, Machine Learning**, Algorithms, Software Engineering, Introduction to File and Database Management, Formal Systems and Logic

Awards: Faculty of Science Scholarship (2021-2023), Dean's Honor Roll (2022-2023)

Experience

Invidi Technologies

Software Engineer Intern

Edmonton, AB

May 2024 – Present

- Developed and maintained backend microservices using Kotlin, Docker, and Kubernetes, improving system scalability and performance.
- Worked with AWS cloud services to deploy applications, ensuring high availability and reliability.
- Collaborated with cross-functional teams in an agile environment, contributing to sprint planning and delivering key features on time.

UofA Blueprint

Full-Stack Developer

Edmonton, AB

Feb. 2023 – August 2023

- Collaborated with a team of 12 developers to successfully deliver a robust web application for a non-profit organization.
- Utilized React, 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

GeoQR (Java, Android Studio)

- Engineered an **Android application** that incentivizes social interaction and physical exercise through gamification, leveraging QR code collection as a core gameplay mechanic.
- 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**.

Embedded Systems Application (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.

Shell: System-Level Process Orchestrator (C++)

- Engineered a sophisticated command line shell entirely in **C++**, proficiently orchestrating a wide array of **system-level processes**.
- Prioritized user-friendly interactions, ensuring intuitive command input and output.
- Demonstrated adeptness in **low-level system operations** for seamless process execution.

Technical Skills

- **Programming Languages:** Kotlin, Java, C++, Python, JavaScript, RISC-V Assembly, SQL
- **Frameworks:** React, Express, Vue
- **Developer Tools:** Android Studio, Git, Docker, Kubernetes, Amazon Web Services, MySQL, MongoDB