

# 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:

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

**Deans Honor roll:** from 2022-2023 Academic year

Awards: Faculty of Science Scholarship (2021-2023)

## Experience

### 🔗 ApexTravels

Full Stack Developer

Remote

April 2023 – August 2023

- 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 – 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

### Tech Stack:

- Programming Languages and DBMS: Java, C++, Python, JavaScript, RISC-V Assembly, MySQL, MongoDB
- Frameworks: React, Express
- Cloud: Google Cloud Platform
- Tools: Android Studio, Git