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

⅄ Invidi Technologies
Full Stack Developer

Remote
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
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: Kotlin, Java, C++, Python, JavaScript, RISC-V Assembly, MySQL, MongoDB
- Frameworks: React, Express, Vue
- Cloud: Amazon Web Services
- Tools: Android Studio, Git, Docker, Kubernetes