

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

🔗 UofA Blueprint

Project Developer

Remote

Feb. 2023 – Present

- Developed a web application for a non-profit organization using React, Node.js, and MongoDB
- Working in a team of 12 to develop a full-stack application
- Using agile methodology to develop the application

🔗 ApexTravels

Full Stack Developer

Edmonton, AB

April 2023 – Present

- Created a user-friendly travel agency website using React, Express, and other technologies for seamless browsing and booking.
- Integrated the SkyScanner API to provide real-time flight information for easy price comparison and itinerary planning.
- Optimized performance, security, and usability through industry-standard practices, delivering a seamless online platform.

Projects

</> QR Hunter (Java, Android Studio)

- Contributed to the development of an Android application that allows users to scan QR codes and earn points.
- Implemented the maps functionality, enabling users to view the locations of the scanned QR codes.
- Gained expertise in utilizing the Google Maps API and implementing threading in Java for enhanced performance.

</> 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.
- Implemented 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/C++, Python, JavaScript, RISC-V Assembly, Kotlin, MySQL, MongoDB
- Frameworks: React, Express, Node.js, REST API, Bootstrap, Material UI
- Tools: Android Studio, Arduino, Git, GitHub, XML, Firebase, HTML/CSS

Languages: Hindi (native), English (fluent), French (beginner)