Pranay Jain

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Experience

UI/UX Software Developer (Co-Op), Collabware Jan 2017 - Sept 2017

Collabware makes software that makes collaboration and data management easy at large enterprises.

- Worked on Collabspace, an upcoming cloud service for managing enterprise data.
- Participated in brainstorming and ideation and conducted extensive research for developing Collabspace from scratch in a new tech-stack. Made numerous presentations for the stakeholders and senior members.
- Wrote production-ready code and constantly debugged, refactored to improve it. Developed Unit tests and coded UI tests for the frontend code.
- Developed the UI in ReactJS and Redux with Typescript, along with other JS libraries and tools.

Teaching Assistant, University of British Columbia Sept 2016 - Dec 2016

Teaching assistant for the course APSC 160, an introductory course on computation in Engineering Design.

- Worked as lecture and lab TA which including supporting the students in learning the language C.
- Graded labs and examinations.

UX and Javascript Developer, UBC Launch Pad Sept 2016 - Sept 2017

Worked on the web development team on Sift, a web-based aggregator that uses NLP to process user reviews and display them as a user-readable report.

- Worked on UX and front-end in React. Also developed a sentiment analysis engine in Python.

Projects

Playsmid Oct 2016

Interactive game to teach basics of synthetic biology design without ever having to access a laboratory.

- Developed game engine in native Javascript and jQuery.
- Developed a Node server and MongoDB Schema using Mongoose to add new game data dynamically.

Football Transfer Tracker Jun 2016

Isomorphic web application to track the transfer news and rumours about your favourite soccer team.

- Developed frontend in ReactJS, with live DOM updates using web sockets.
- Used Twitter Streaming API to stream data. Layout designed on Google's Material Design Lite.

Sixth Sense Aug 2016

iOS App that works with Raspberry Pi to aide the visually impaired by using proximity sensors to detect nearby obstacles and a camera input on the Raspberry Pi to identify objects around them.

- Developed the app in Swift. Designed a user experience that only involves haptic and aural feedback.
- Used Clarifai API for object detection using images with Node server. Among top 10 hacks at HackIIIT Delhi.

Awards and Recognition

Faculty of Science International Student Scholarship	UBC	2016
Dean's Honour List	UBC	2015-2016
Outstanding International Scholar	UBC	2015

Education

The University of British Columbia, Vancouver 2015-2019(expected)

Combined Major in Computer Science and Mathematics

- GPA: 3.70
- Relevant coursework: Software construction, Computer Systems and OS, Algorithm design, HCI
- Language skills: C, C++, Java, Javascript, Assembly

Github: https://github.com/pranay-jain **Devpost:** https://devpost.com/pranay-jain