Pranay Jain

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EDUCATION

- **The University of British Columbia** — Vancouver, Canada
  B.Sc. Computer Science and Mathematics; **Average: 82% (Equiv. GPA: 3.6/4)** — *Sept. 2015 – Dec. 2019 (Exp.)*
    - **Relevant Coursework**: Advanced Algorithms, HCI, Networking, Operating Systems, Number Theory, Linear Algebra

EXPERIENCE

- **Dapper Labs; CryptoKitties** — Vancouver, Canada
  Software Engineering Intern — *May 2018 - Aug 2018*
    - Built UI components in **React** for the new CryptoKitties Marketplace that saw a 300% growth in sales within 2 months.
    - Worked closely with PM and designers to create a new Discovery experience to improve user onboarding.
    - Built KittyClicker, a Chrome extension that gamifies the experience of owning a CryptoKitty–shipped to 500+ users.
    - Hosted weekly frontend study groups featuring employee tech talks and product discussions.
    - Developed a proof-of-concept prototype for Pixel Drop, a game to collaborate and create art on the blockchain. Brainstormed to define the idea, then developed as a full-stack app in **React**, **Node**, and **MongoDB** in 4 weeks.
- **ThinkingBox, Centre for Digital Media** — Vancouver, Canada
  Software Developer — *May 2019 - Aug 2019*
    - In a team of 7, built an interactive multiplayer game to collaboratively build a virtual city using real building blocks.
    - Worked with client on an installation–pitched the concept and defined product-market fit & social value.
    - Game developed in **Unity**. Implemented a multiplayer game server on the Transport Layer for collaborative building.
- **Collabware** — Vancouver, Canada
  UX Developer Co-op — *Jan 2017 - Aug 2017*
    - In a team of 4, built the entire frontend for Collabspace, a cloud Records Management service, in **Typescript** & **React**.
    - Researched frontend stacks, prepared prototypes and pitched them to stakeholders to decide tech stack for the project.
    - Developed an Automated UI Test suite in **C#** for Collabware CLM–used as foundation for future QA processes.
- **Design Lab** — Vancouver, Canada
  Technical Director — *Jan 2019 - Present*
    - Technical director for **Lumohacks**, Canada's first student-run health Hackathon with over 500 participants. In charge of sponsorships, prizes, speakers, volunteers and technical content including website and online applications.
    - Organized a panel on UX design in wearable technology and a workshop on VR development for Neuroscience.

PROJECTS

- **Rounders**: In a team of 2, built a social networking platform for cryptocurrency investors and blockchain enthusiasts to collaborate and share investment insight. Rounders offers dedicated chatrooms for every major coin, 3rd-party integrations for news updates and curated blogs from investment experts. Frontend in **React** & **Redux**, designed using **Sketch**.
- **Playsmid**: In a team of 4, built an interactive educational tool to teach Synthetic Biology. It crowd-sources data from educators and allows learners to practice genome design without accessing a lab. Developed in **jQuery**, **Node** & **MongoDB**.
- **Sixth Sense**: In a team of 4, built a tool that assists the visually impaired through haptic feedback as an iOS app in **Swift**. It uses RaspberryPi with proximity sensors to detect obstacles and camera to identify sharp objects using Machine Learning.

AWARDS & HONORS

Faculty of Science International Student Scholarship: 2016	Leadership, Academic **|** UBC
Dean's Honor List: 2015-16, 2018-19	Academic **|** UBC
Outstanding International Scholar: 2015	Leadership, Academic **|** UBC

Github: www.github.com/**pranay-jain**   **LinkedIn:** www.linkedin.com/in/**pranayjain1**