

# Pranay Jain

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## Experience

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### 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

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### 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

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### Faculty of Science International Student Scholarship

UBC

2016

### Dean's Honour List

UBC

2015-2016

### Outstanding International Scholar

UBC

2015

## Education

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### 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, UX
- Language skills: C, C++, Java, Javascript, Assembly

**Github:** <https://github.com/pranay-jain>

**Devpost:** <https://devpost.com/pranay-jain>