Pranay Jain

http://pranay-jain.github.io/

Email: pranayjain1117@gmail.com
Phone: +1 778-681-2122

Education

- **The University of British Columbia**   Vancouver, Canada

  B.Sc. Computer Science and Mathematics   *Sept 2015 – May 2020*
  - Graduated with distinction. **Average: 82.5% (Equiv. GPA: 3.7/4)**.
  - **Relevant Coursework**: Advanced Algorithms, HCI, Networking, Operating Systems, Number Theory, Algebra and Coding Theory, Discrete Math, Linear Algebra, Probabilities.
  - **Dean's Honor List**: 2015-16, 2018-19
  - **Faculty of Science International Student Scholarship ($7,500)**: Academic and Leadership Scholarship - 2016.
  - **Outstanding International Scholar Award ($6,000)**: Incoming Student Scholarship - 2015.

Academic Experience

- **Lab for Computational Intelligence - Univ. of British Columbia**   Vancouver, Canada

  Research Assistant - **Supervisor: Prof. Kevin Leyton-Brown**   *Apr 2020 - Present*
  - Devised a **generative model** for auction settings using little historical data for benchmarking spectrum auctions.
  - Implemented a parallel algorithm for running Bayesian inference on models involving computationally-heavy simulations. Executed over multiple High-Performance Clusters (HPC) using **Singularity** containerization and **Redis** for messaging.
  - Tech-stack: **Python**, **Scipy Stack**, **Cartopy** (for geospatial mapping), **Scikit-Learn**, **pyABC**.

- **Centre for Digital Media**   Vancouver, Canada

  Software Developer - Capstone Project (**Client: ThinkingBox**)   *May 2019 - Aug 2019*
  - In a team of 7, conceptualized and developed a **Mixed-Reality multiplayer game** in **Unity** that allows players to construct virtual 3D cities using real building blocks and combine multiple blocks to generate new structures (like Lego).
  - Implemented multiplayer functionality using lower-level UDP networking for a collaborative building experience.
  - Brainstormed the concept, defined its product-market fit & social value as an educational game and pitched to client.

- **University of British Columbia - Faculty of Applied Science**   Vancouver, Canada

  Teaching Assistant - Introduction to Computation in Engineering Design (APSC 160)   *Sept 2016 - Dec 2016*
  - Conducted lectures with the professor in an inverted classroom setup, where students are required to do readings at home and practical assignments in class. Assisted students with doubts with in-class assignments.
  - Conducted weekly labs where I assisted students with their lab assignments, involving problem solving in C++.

- **Design Lab**   Vancouver, Canada

  Technical Director   *Jan 2019 - Feb 2020*
  - Organized educational tech workshops and hackathons in Vancouver, including a panel on UX design for wearable technology and a workshop on VR development for Neuroscience. Oversaw external relations and overall planning.
  - Technical director for Lumohacks, Canada's first student-run Health Hackathon with over 500 participants.

Professional Experience

- **Dapper Labs**   Vancouver, Canada

  Software Engineering Intern - **CryptoKitties**   *May 2018 - Aug 2018*

  - Revamped the CryptoKitties Marketplace that accelerated sales by 300% within 2 months. Tech-stack: **React**, **Redux**.
  - With the co-founder, brainstormed a proof-of-concept game on the idea of collaborative artwork and ownership using blockchain-driven tokens (NFT). Developed a full-stack app in **React**, **Node** & **MongoDB** and oversaw user-testing.
  - Created KittyClicker, a Chrome extension that gamifies the experience of CryptoKitties–**shipped to 500+ users**.
  - Organized weekly frontend study groups featuring employee tech talks and product discussions.

- **Rounders**   Vancouver, Canada

  Full-stack Developer - Contract   *Nov 2017 - Apr 2018*

  - Rounders was a platform to create an active, regulated community for cryptocurrency investors and blockchain enthusiasts to collaborate. It featured a Slack-like interface with individual channels for crypto-tokens where users can discuss investment strategies and other information. It also included a blogging and news platform.
  - In a team of 2, designed and developed the entire product and shipped it for its alpha launch.

- **Vitay**   Vancouver, Canada

  Frontend Developer and UX Designer - Consultant   *Feb 2018 - Apr 2018*

  - One of the early employees at the startup working on automated reference checking for recruitment industry.
  - Designed wireframes and developed UI components in **React** for their client-facing platform.

- **Collabware**   Vancouver, Canada

  Software Engineering Co-op   *Jan 2017 - Aug 2017*

  - R&D on tech-stacks for Collabspace, a Cloud Records Management platform. Presented early prototypes to the CEO.
  - In a team of 4, built the entire frontend for Collabspace from scratch, in **Typescript** & **React**.
  - Developed an Automated UI Test suite in **C#** for Collabware CLM that was used as foundation for future QA processes.

Projects

- **Socioeconomic Determinants of Health and COVID-19 Outcomes (Research Project)**

  - Multivariate regression analysis on socioeconomic variables (like income, poverty, urbanization) and their impact on COVID-19 outcomes in the US using county-level data. Tech-stack: **Numpy**, **Pandas**, **Scikit-Learn**.
  - Published abstract in journal **2020 Undergraduate Big Data Challenge**: Personal and Public Health Decisions in a New Open Data Reality.

- **Workaholic**

  - In a team of 3, creating a web app + Chrome extension that addresses health issues related to posture, eyesight, hydration through screen-time tracking and a personalized exercise scheduler. Tech-stack: **Figma**, **React** & **Django**.

- **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. Tech-stack: **jQuery**, **Node** & **MongoDB**.