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Top Skills

JavaScript
Front-End Development
User Experience Design (UED)

Languages

Hindi (Limited Working)
Nepali (Native or Bilingual)
English (Professional Working)
Newari (Native or Bilingual)

Certifications

How to Learn Faster
Advanced AI: Transformers for NLP
Using Large Language Models
Being a Good Mentor
Communication Foundations
Prototyping and Designing Games
for Learning

Publications

Training of Trainers For School
Teachers to Foster Logical and
Creative Thinking
Game Design For Middle School
Science And Maths

Regan Maharjan

Software Engineer | University of Michigan | MS Computer and
Information Science
Detroit Metropolitan Area

Summary

Namaste!

I am a creative computer scientist with a knack for innovative solutions and teamwork.

I am learning more about software engineering, data management, analytics, and systems software at the University of Michigan. Meanwhile, I am also experimenting more on diverse web technologies and LLMs creating education technologies at Open Learning Exchange.

Previously, I drove a larger impact project as a Team Lead at Open Learning Exchange (OLE) Nepal, leading a game design team and co-creating EPaath (250+ interactive learning modules aligned with Nepali Curriculum deployed in schools in Nepal - <https://epaath.olenepal.org>) deployed across 500+ schools in Nepal and beyond. I am working with Open Learning Exchange International, making EPaath more inclusive and scalable while helping in Planet (<https://planet.learning.ole.org/>).

I look forward to contributing my passion and diverse skills while creating meaningful solutions and learning from equally driven team.

At the heart of my technological journey, I found inspiration in Nepal's landscapes, leading initiatives that showcased the transformative potential of technology in education. This profound experience fueled my belief in technology's power to make significant societal impacts, guiding me to collaborate with the MIT Game Lab. There, I immersed myself in exploring how gaming could revolutionize learning, pushing the boundaries of education in math and science.

My calling demanded me to the University of Michigan. Here, I am embracing diverse cultures and experiences, all while maintaining a student's mindset—open, curious, and learning every day. As a student, I'm on a continuous quest to explore the depths of self and the world around me, always inspired by the endless possibilities of technology and driven by the desire to make a difference.

In sharing my story, I extend a "Namaste" to you—the spirit in me bows to the spirit in you.

Thank you for taking the time to join me on this journey.

Experience

Open Learning Exchange

Software Engineer Intern

January 2024 - Present (4 months)

Cambridge, Massachusetts, United States

- Develop and test the open-source Learning Management System (LMS), Planet, using technologies such as JavaScript, HTML5, CSS3, Docker, AngularJS, and Git to enhance educational accessibility and equity in rural areas of Guatemala, Nepal, and beyond.
- Implemented an automation pipeline leveraging the Google Translate API to localize EPaath's 350 interactive modules into Spanish, significantly enhancing accessibility for Spanish-speaking communities in rural locales.
- Developed and automated a Docker-based deployment pipeline for a web project using GitHub Actions, enhancing consistency and deployment efficiency.

Wolverine Media Network

Staff Writer

January 2024 - Present (4 months)

- Covering University of Michigan- Dearborn's student life for Michigan Journal

University of Michigan Information and Technology Services

Computer Consultant

February 2023 - Present (1 year 3 months)

Dearborn, Michigan, United States

- Troubleshooting and resolving issues related to multifunctional devices, networks, auditing classroom technologies and software systems leveraging the ticketing system - Teamdynamix for tracking issues.

@UMDSAB

Member Engagement Lead

August 2023 - Present (9 months)

Dearborn, Michigan, United States

- As a means to amplify school spirit among all students at events and across the university, implement a strategy that ensures Maize & Blue Crew members accompany Bruce the Goose to facilitate his navigation at events.
- To enhance visibility and interaction opportunities for Bruce the Goose (University Personality) at Student Activities Board (SAB) events, establish structured appearances within these events.
- Develop and oversee a program aimed at boosting the involvement of Maize & Blue Crew at various programs and athletic events, thereby fostering a more vibrant and engaged campus community.

Open Learning Exchange (OLE) Nepal

5 years 10 months

Lead Software Developer

July 2020 - December 2022 (2 years 6 months)

Sanepa, Lalitpur

- Led a team of 6 game designers and developers in using Unity to create learning games for middle school math and science, achieving an enhanced educational experience for students.
- Contributed significantly to the EPaath interactive content platform by delivering over 200 learning modules and refining the UI/UX design, resulting in a more engaging and user-friendly learning environment.
- Provided training to developers and support to the DevOps team, ensuring efficient deployment and enhancing the operational efficiency of the development process.
- Facilitated robot programming training for school teachers, enabling them to integrate innovative teaching methods into their curriculum.

- Administered EPustakalaya, an online/offline library accessible across all districts of Nepal, expanding educational resources to a broader audience.
- Supervised Hamro Ramailo Katha, an interactive early-grade reading platform for grades 1-3, fostering improved reading skills and engagement among young learners.
- Developed inclusive content by adhering to Web Content Accessibility Guidelines (WCAG), ensuring the learning modules are accessible and usable for diverse learners, thereby promoting inclusivity in education.
- Formed and managed a team on an optical character recognition technology project to convert scanned documents or images containing Nepali and English text into an easily accessible electronic format, enhancing the accessibility of information.

Software Developer

March 2017 - July 2020 (3 years 5 months)

Sanepa, Nepal

- Utilized tools such as Photoshop, Illustrator, and GIMP to design assets for interactive learning content, resulting in engaging and visually appealing educational materials.
- Transformed visual designs into functional web applications by employing JavaScript libraries (SoundJS, PreloadJS, HandleBars, jQuery), along with HTML, CSS, and Ajax, enhancing the interactivity and usability of web-based learning platforms.
- Evaluated the feasibility of content design requirements for compatibility with Raspberry Pi, ensuring the developed educational content can be efficiently deployed and accessed on low-cost, widely available hardware, broadening the reach of technology-enhanced learning.

Rotaract

District Creative Operations Officer

June 2021 - June 2022 (1 year 1 month)

Nepal

- Provided orientation guidance to over 500 Rotaract members, ensuring they were well-informed and prepared for their roles within the organization, thus enhancing member engagement and participation.

- Developed a strategic plan that focused on improving operational efficiency and clarifying the organization's purpose, resulting in a more streamlined operation and a more robust, unified direction for the organization.
- Led a strategic communications team to foster meaningful interactions among members, creating a more connected and communicative community within the organization.
- Hosted and managed "Rotaract Talks," a series of podcasts for Rotaract 3292, providing a platform for sharing ideas and experiences and fostering a sense of community and learning among members.

VIMVOX LAB

Design Intern

October 2015 - February 2016 (5 months)

Battisputali, Purano Baneswor

- Engaged in learning and experimentation across diverse websites, acquiring a broad understanding of web technologies and design principles, which enhanced my web development skills and creativity.
- Created graphic assets for websites, including logos, social media posts, pamphlets, and website slicing and typography, resulting in visually appealing and cohesive brand identities and user experiences.

Education

University of Michigan

Masters of Science in Computer and Information Science, Software

Engineering, Data Management and Analytics, Systems Software · (January 2023 - December 2024)

Pokhara Vishwavidyalaya

Bachelor of Engineering in Information Technology, Computer

Engineering · (2011 - 2016)