

# Regan Maharjan

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## Summary

Experienced Software Engineer with 7 years of expertise in designing and developing scalable, user-centric solutions in education technology, driving meaningful impact for millions of users.

## Skills & Abilities

**Programming Languages:** JavaScript, TypeScript, Python, C#, C++, PHP, SQL, HTML, CSS

**Technologies and Tools:** AWS, Git, Docker, React, Node.js, Angular, MongoDB, PostgreSQL

**Development Practices:** Object-Oriented Programming, Scalable application architecture, RESTful APIs, Performance Optimization, Agile/Scrum, Human-centered design, Responsive Frameworks

## Experience

### Open Learning Exchange(OLE)

Senior Software Engineer – Kathmandu, Nepal

Mar 2017 – Dec 2022

- Designed and implemented scalable interactive learning modules, enhancing accessibility for over 300,000 students and increasing user retention by 30%
- Led a team of six to develop fourteen Unity-based learning games for middle school math and science, improving engagement and comprehension in 500+ schools
- Developed an OCR solution, converting over 10,000 documents to improve access to educational materials
- Created and implemented accessible educational content aligned with Web Content Accessibility Guidelines (WCAG), ensuring usability for a wide range of learners, including individuals with disabilities
- Spearheaded the deployment of interactive learning modules to 500+ government schools, enabling offline access and improving digital education reach in underserved regions

Software Engineer – Cambridge, MA

Jan 2024 – Apr 2024

- Built and tested the Planet LMS platform, supporting over 50,000 students, using Docker, AngularJS, and GitHub
- Automated translation for 200+ e-learning modules using Google Translate API, increasing platform reach
- Improved CI/CD processes with GitHub Actions, boosting deployment efficiency by 40%

### University of Michigan Information Technology Services

Software Developer Intern – Ann Arbor, MI

May 2024 – Aug 2024

- Automated the migration of 160+ Google Docs into accessible, user-friendly TeamDynamix articles, improving usability and streamlining information dissemination
- Conducted requirements analysis and designed the CRM team's website using Figma, enabling structured access to 150+ resources through user-centric design

Software Developer/ Business Analyst – Dearborn, MI

Oct 2024 - Present

- Developed 10+ Drupal web pages for the CRM Team, streamlining resources and projecting a 25% engagement boost
- Analyzed 7,000+ CRM TeamDynamix tickets, identifying patterns and optimizing service delivery processes

## Projects

**Learning Games with Massachusetts Institute of Technology(MIT)**, (Technologies used: C#, Unity)

Mar 2022

- Developed Unity-based scalable games, showcasing cutting-edge gamification techniques at **MIT J-WEL**

**EyeNutrifit: Hackathon Winning Team Project**, (Technologies used: Flask, Python, Javascript, RESTful APIs)

Oct 2023

- Built a full-stack nutrition analysis app in 24 hours, integrating FDA APIs and an ML model for real-time insights

**EPaath: Interactive E-learning Modules**, (Technologies used: jQuery, Javascript, Handlebars, Git, JSON, XML)

Dec 2022

- Led the development of e-learning modules for 300,000+ users, improving team productivity by 50% through mentorship and streamlined code reviews

**Interactive Learning Stories: Free animated children's stories and language games**, (Technologies used: React, JS)

Dec 2022

- Developed an interactive storytelling framework using **ReactJS**, enabling dynamic content delivery to boost user engagement

**E-Pustakalaya: Free and open digital library Supervised at OLE Nepal**, (Technologies used: Python, Django)

Mar 2022

- Implemented new UI/ UX designs using **jQuery**, Django, and ElasticSearch, and established a machine learning team to develop an intelligent OCR system, converting 1,000+ scanned documents into accessible, editable text
- Collaborated with cross-functional teams to implement efficient, scalable, and maintainable front-end solutions, ensuring seamless integration with back-end systems

## Education

**UNIVERSITY OF MICHIGAN - DEARBORN**

Dearborn, MI

Master of Science in Computer and Information Science - GPA: 3.92

Jan 2023 - Dec 2024

**Related Coursework:** Human-Computer Interaction, Algorithm Analysis & Design, Advanced AI, Data Analytics in Software Engineering, Privacy and Security in Cloud Computing