

Regan Maharjan

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Summary

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

Skills & Abilities

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

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

Development Practices: Object-Oriented Programming, Agile/Scrum, Responsive Frameworks

Professional Projects (Project titles are linked)

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

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

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

- 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)

- Developed an interactive storytelling framework using **ReactJS**, enabling dynamic content delivery

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

- Implemented new **UI/ UX** designs using jQuery, Django, and ElasticSearch
- Collaborated with cross-functional teams to implement efficient, scalable, and maintainable front-end solutions, ensuring seamless integration with back-end systems

Work Experience

Open Learning Exchange(OLE)

Senior Software Engineer – Kathmandu, Nepal

Mar 2017 – Dec 2022

- Developed and deployed scalable, interactive learning modules, improving accessibility for over 300,000 students and boosting user retention by 30% using JavaScript, HTML, CSS, JSON, XML, Handlebars.js, etc
- Designed and implemented modular, responsive, and reactive system-wide core features, such as activity guides and learning outcomes for EPaath, using jQuery, JavaScript, HTML, CSS, JSON, XML, and Handlebars.js
- 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
- 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
- Served as a key liaison between the Nepal and US teams, facilitating the delivery and streamlining of the EPaath

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

- Led 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

Education

UNIVERSITY OF MICHIGAN

Dearborn, MI

Master of Science in Computer and Information Science - GPA: 3.94

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

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

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