Regan Maharjan

imregan@umich.edu • +1 (313) 247-8794 • linkedin.com/in/reganmaharjan/ • https://github.com/rayraycodes

SUMMARY

Passionate software engineer with experience in teaming with interdisciplinary teams

SKILLS

JS, HTML, CSS, ReactJS, jQuery, Unity, C#, Python, Django, GitLab, Linux, Flask

EXPERIENCE

University of Michigan Information Technology Services   Dearborn, MI
Computer Consultant II   **Feb 2023 - Present**
- Troubleshooting and resolving issues related to multifunctional devices, networks, and software systems
- Providing technical assistance and customer support to a diverse range of stakeholders

Open Learning Exchange   Cambridge, MA/ Kathmandu, Nepal
Software Engineer/ Full-stack Web Engineer   **Mar 2017** – **Dec 2022**
- Developed interactive learning activities and diverse e-learning platforms.
- Streamlined project documentation and status reporting to ensure transparency and stakeholder engagement.
- Effectively translated visual designs into functional web applications using HTML, CSS, and JavaScript libraries.
- Assessed and ensured Raspberry Pi and mobile device compatibility with design requirements, increasing the range of deliverables.

Web Development Trainee
- Crafted child-friendly, engaging animations for the E-Paath project using After Effects.
- Utilized Photoshop, Illustrator, and GIMP for graphics design tasks, enhancing visual appeal and usability.
- Enhanced user experience by content visualization and improving overall user engagement.

PROJECTS

EPaath (**interactive learning software aligned in Nepali Curriculum deployed in schools in Nepal**)
- Led a team to deliver 220 modules for distant learners in Nepal as a COVID response with Nepal Government
- Architectured an offline data collection system to understand students' behavior from disadvantaged areas
- **Tools:** JS, jQuery, HTML, CSS, Handlebars, XML, JSON, CreateJS, git, GitLab, VSCode, Trello, Cordova

Hamro Katha
- Architected file-based content-based learning system using different web technologies
- **Tools:** JS, ReactJS, HTML, CSS, SASS

MIT Learning Games Project (**math and science learning games deployed in schools in Nepal**)
- Led a team of 3 developers, game designers, graphic designers, and animators
- Designed and developed 15 learning games in Unity, C# with three other game developers
- Pitched and gave demos of all OLE Nepal games at the global education conference at MIT
- **Tools:** Unity, C#, Photoshop, Redmine

EPustakalaya (**online/ offline library deployed in schools in Nepal**)
- Maintained code base to increase compatibility and maintainability for both online and offline deployment
- Collaborated with the deployment team to deploy the six projects in hundreds of UNIX servers and Raspberry Pi
- **Tools:** JS, Python(Django), ReactJS, HTML, CSS, Elastic Search

EDUCATION

University of Michigan   Dearborn, MI
Master of Science in Computer and Information Sciences (GPA 4.0)   **Jan 2023** – **Dec 2024**
  Courses: Advanced AI, Algorithms, Software Security, Software Quality Assurance, Compiler Design, Web Technologies
  Won Health Track in Hackathon - HackDearborn2 with the project EyeNutrifit
Pokhara University   Pokhara, Nepal
Bachelor of Engineering in Information Technology

CERTIFICATIONS

Prototyping and Designing Games for Learning   Cambridge, MA
Course by the creative director at *MIT Game Lab, Philip Tan*   **Feb 2021** – **May 2021**
Course Blog