

Regan Maharjan

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SUMMARY

Experienced software engineer with a creative approach with over six years of development expertise.

SKILLS

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

EXPERIENCE

University of Michigan Information Technology Services

Dearborn, MI

Computer Consultant II

Feb 2023 - Present

- Troubleshooting and resolving issues related to multifunctional devices, network systems, and software applications
- Providing technical assistance and customer support to a diverse range of stakeholders

Open Learning Exchange

Cambridge, MA/ Kathmandu, Nepal

Senior Software Engineer

Mar 2017 - Dec 2022

- Managed and guided five teams of Software Developers, interns, and trainees
- Modeled and developed interactive learning activities from early childhood to grade 8
- Supervised five summer interns from MIT in projects related to game design, activity design, OCR, and web design
- Documented five various projects' statuses and chronologically reported to all stakeholders

Rotaract Nepal (Community of 6000+ youth in Nepal)

Nepal

Creative Operations Officer

Jun 2021 - Jul 2022

- Oriented more than 500 members of Rotaract
- Created strategic planning document that increased operational and purpose-wise clarity of the organization
- Directed the strategic communications team and worked to create meaningful engagements among the members

PROJECTS

EPaath

- Worked with an interdisciplinary team of 8 disciplines(QA, curriculum experts, content designers, etc.)
- Researched and deployed offline and online versions of APK to increase student engagement by 50%
- Architected an offline data collection system to understand student's behavior
- **Tools:** JS, jQuery, HTML, CSS, Handlebars, XML, JSON, CreateJS, git, GitLab, VSCode, Trello, Cordova

MIT Learning Games Project

- 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
- Formed a game development community(15 charter members) at NCIT and presented sessions on Game Design
- **Tools:** Unity, C#, Photoshop, Redmine

EPustakalaya

- 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 Science(GPA 4.0)

Jan 2023 - Dec 2024

Nepal College of Information Technology

Lalitpur, 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

HOBBIES

Reading(Best book: Why We Sleep), Running(Ultra Runner: 54K), Ukulele, Meditation, Visual Storytelling