

SANIYA JAIN

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EDUCATION

DePaul University, Chicago

Double Major BFA Animation, BS Computer Science and Minor in Data Science, Illustration

GPA : 3.96

Technical: Python, Java, C, C++, JavaScript, HTML, Scala, Scheme, CSS, MySQL, SAS, R, PSQL, MATLAB, Assembly, Linux, Three.js, Node.js, Django,

Tools: VS, Jira, Git, Unreal Engine, Canva, Adobe Suite, Maya, Code Pilot, Raspberry Pi, WordPress, Unity, Blender, Tableau, Docker

Soft Skills: Time-Management, Proactive, Problem-Solving, Creative, Adaptability, Leadership, Teamwork, Multilingual

WORK EXPERINCE

Center for Development of Advanced Computing (C-DAC)

India

Digital Twin Development Intern

July 2023 - Sep 2023

- Built a digital twin of a light switch using C++, Python, JavaScript, and C# with Blender, Unreal Engine, and Raspberry Pi.
- Showcased virtual and physical integration of the digital twin in a self-directed project.
- Contributed to a team in securing an \$800,000 Digital Twin project with C-DAC by pitching a Chemical Plant solution.

DIGI(DePaul Instructional Game & Innovation) DePaul

Chicago

Designer and Developer

July 2024 - Present

- Led development of educational games and simulations using H5P, Twine, and Unity for classroom and D2L integration.
- Bridged design and technical aspects in 2D/3D asset creation and programming, focusing on VR/AR technologies.
- Adapted rapidly to new tools and solved technical challenges in real-time environments.
- Fostered a collaborative team atmosphere to deliver innovative and engaging educational experiences.

Global Engagement, DePaul

Chicago

Global Engagement Assistant

Oct. 2023 – Present

- Developed and managed websites for Global Learning Experience and IVEC conference using HTML, CSS, JavaScript, and WordPress, improving user experience and accessibility.
- Expanded and visualized GLE databases using SQL and Python, enhancing accessibility for 50+ users and team members.
- Automated data collection and maintenance, increasing database efficiency by 40% and supporting strategic decision-making.

Global DePaul

Chicago

Marketing Coordinator

Sept. 2023 – June 2024

- Executed communication strategies for the Global DePaul team events, boosting outreach through social media and website updates.
- Designed 50 + digital assets using Canva and Adobe, and managed social media channels, increasing engagement.

International Virtual Conference

Chicago

Website Manager

Mar. 2024 – June 2025

- Maintained and enhanced the IVEC website using WordPress and Elementor, ensuring non-technical staff could easily update content.
- Integrated third-party payment solutions as required and improved overall site efficiency and UI experience by 40%.

PROJECTS

VR Escape Room

June 2024 – Present

- Developed a VR Escape Room using C# in Unity for user behavior research in VR integrating traditional and unique puzzles, enhancing user engagement by 50%.
- Built complex 3D models and interactive environments in Unity, utilizing advanced scripting and rigging techniques to optimize performance and increasing player immersion and achieving a 40% higher retention rate.

Interactive 3D Portfolio (React/WebGL) | *React, Vite, Three.js, Tailwind CSS, React Router, GLB assets*

- **Built** a responsive **WebGL** portfolio with **react-three-fiber** and **drei**, streaming **GLB** models (island, plane, sky) with **lazy loading/Suspense** for smooth scene transitions.
- **Implemented** routing with **React Router** and a reusable **Navbar**; structured components for **maintainability** and **scalability**.
- **Optimized** runtime with scene preloading, asset inclusion rules in **Vite**, and lightweight shaders/materials to reduce initial payload.
- **Improved** UX with a custom **Loader**, scene state (rotation/animation control), and audio integration; styled with **Tailwind** for consistent design tokens.
- **Collaborated** via Git/GitHub and followed **issue-driven** iteration; prepared for static hosting/CDN and **CI/CD** integration.

Group2Do – Team Task & Deadline Manager (Django) | Python, Django, SQLite, Docker, Docker Compose, Git, Agile/Scrum

- Built a full-stack **Django** web application for team task tracking with **CRUD views/endpoints**, category/priority, and assignment features using the Django ORM.
- **Containerized** development and local deployment with **Docker & Compose**, achieving consistent, reproducible environments and faster onboarding.
- Implemented **form validation** and status workflows to improve data integrity and usability; documented setup and routes for maintainability.
- Collaborated in a 4-person **Agile** team using **Git branching and code reviews**, delivering incremental features each sprint.

Chem Mini Games App

Aug. 2024 – Present

- Developed interactive chemistry mini-games in Unity using C#, enhancing student engagement and improving test scores by 12%.
- Designed a curriculum-aligned, user-friendly interface, receiving positive feedback from 85% of teachers in beta testing.

Financial Trading

Nov. 2023

- Simulate a system for managing and publishing current market information in a financial trading environment.
- Implemented software development design patterns like Factory, Monostate, Flyweight, Facade, DTO, Observer and more.

Predictive Analysis of Heart Conditions using Logistic Regression

June 2023

- Conducted analysis and visualized analysis to predict heart conditions based on external factors such as heart rate, ECG, and age.
- Implemented Logistic Regression in SAS to predict the possibility of a heart attack using collected data.

COVID-19 Tracking and Analyzing Platform

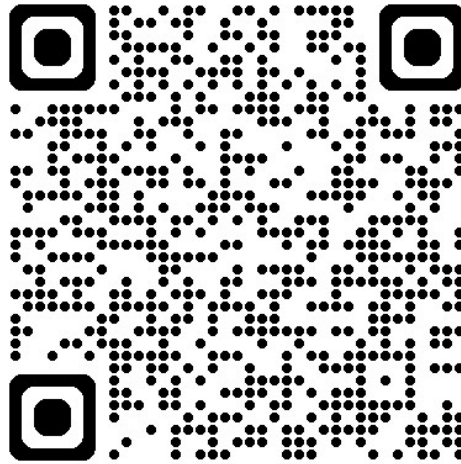
May 2020

- Developed and maintained a comprehensive database of COVID-19 cases and deaths, utilizing various data sources such as government websites and news outlets.
- Utilized SQL and Python to extract, clean, and analyze large datasets, identifying trends and patterns in the spread of the virus.

Live Translation Device

Dec 2022 – Jan 2023

- Implemented a Raspberry Pi based Live language translation device with hardware components like Microphone, OLED Screen, Switch and Speakers.
- Performed live translation of spoken words and use software components like gTTS, SpeechRecognition, Pyaudio, Googletrans etc.



GitHub



LinkedIn