

Aditya Jain

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EDUCATION

University of Maryland

College Park, MD

Bachelor of Science in Computer Science, Minor in Mathematics

Aug. 2023 – May 2026

- GPA: 3.85/4.00
- Relevant course work: Algorithms, Organization of Programming Languages, Web Application Development with JavaScript, Introduction to Artificial Intelligence, Introduction to Data Science
- Extracurriculars: Competitive Programming Club, AWS Cloud Club, Cloud Computing Club, Sim Racing Club, Google Developer Student Club

EXPERIENCE

Software Engineering Intern

May 2025 – August 2025

Sanas Invite | Technologies: MERN Stack, Google Cloud Platform(GCP)

Remote

- Led migration of a relational database to MongoDB, restructuring 1,000+ records and improving query performance and scalability.
- Rebuilt a legacy web application in React, increasing modularity, maintainability and user experience.
- Developed the Admin Panel, enabling hosts to manage 100+ users, roles, and content with greater efficiency.
- Implemented CI/CD pipelines and automated deployments using Google Cloud Platform (GCP).

Academic Mentor/Tutor

Dec. 2024 – Present

Amikka Learning

Remote

- Tutored students to improve SAT and ACT scores and overall academic performance.
- Helped 4+ students improve SAT scores by over 100+ points through focused instruction.

First Year Innovation & Research Experience Student

Jan. 2024 – Dec 2024

University of Maryland

College Park, MD

- Designed and 3D-printed cost-effective LAMP-based rapid diagnostic device, reducing prototyping costs by 40%.
- Developed and integrated computer vision algorithms into a website to automatically analyze diagnostic results with over 80% accuracy.
- Collaborated in a team of four to conduct research and presented findings to 50+ peers and faculty.

TECHNICAL SKILLS

Languages: Proficient in JavaScript, Python, HTML/CSS; Familiar with C, C#, SQL, Java

Developer Tools: Git, Docker, WSL, VS Code, Visual Studio, PyCharm, CLion, VIM, Linux

Frameworks: React, NodeJs, ExpressJs, PyQt6, Pandas, Numpy, MongoDB, Scikit Learn

Certifications: Oracle Cloud Infrastructure Generative AI

PROJECTS

Video Game Mania | C#, Unity Game Engine, Unity Framework

Personal Project

- Developed a unique video game that implemented fundamental video game design ideas such as game cycles.
- Utilized object-oriented paradigms, Unity Digital Suite and Adobe Creative Cloud.
- Hosted game online and achieved 100+ players.

Movie Tracker | Python, PyQt, SQL, Azure Cloud

Personal Project

- Created a user-friendly application that tracks a user's progress, rating and other information related to media.
- Utilized Azure Cloud and SQL to store user information and login information and PyQt6 for GUI.
- Released application online and had 40+ users sign up.

Netflix Summary | HTML, CSS, JavaScript, Google Gemini

Hackathon Project

- Created a Chrome extension that generates summaries for any Netflix TV show or movie.
- Conducted live user testing with 25+ attendees, iterating on the product throughout the event.
- Utilized Gemini 2.5 to generate accurate, context-aware summaries, improving content clarity.

AI Live Captioning | Python, OpenAI Whisper

Personal Project

- Implemented a basic live captioning system that captures a user's voice and prints out sentences to an output.
- Utilized Python, OpenAI's Whisper Audio to text Model and Multi Processing programming.
- Achieved 80% accuracy in transcribing both short and long spoken sentences.