

Regan Maharjan

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EDUCATION

University of Michigan-Dearborn, Dearborn, MI

- Masters of Science in Computer Information Science; Dec 2024; GPA: 3.95
- Relevant Courses: Algorithms, Compiler Design, Advanced AI, Web Technologies, Human-Computer Interaction
- Skills: Python, Django, Data Analysis, Data Visualization, Javascript, RestAPI

EXPERIENCE

Open Learning Exchange (OLE), Boston, MA *Software Engineer Intern* Jan 2024 - Present

- Developed and tested the open-source Learning Management System (LMS), [Planet](#), using technologies such as JavaScript, HTML5, CSS3, Docker, AngularJS, and Git to enhance educational accessibility and equity in rural areas of Guatemala, Nepal, and beyond.
- Implemented an automation pipeline leveraging the Google Translate API to localize EPaath's 350 interactive modules into Spanish, significantly enhancing accessibility for Spanish-speaking communities in rural locales.

University of Michigan Information Technology Service, Dearborn, MI *Technology Consultant* Feb 2023 - Present

- Troubleshooting and resolving issues related to multifunctional devices, networks, and software systems leveraging the ticketing system - Teamdynamix for tracking issues.

Open Learning Exchange(OLE), Kathmandu, Nepal *Senior Software Engineer* March 2017- Dec 2022

- Enhanced project documentation and status reporting by leveraging Trello, optimizing for increased transparency and stakeholder engagement.
- Worked with a multidisciplinary team to evolve prototypes into engaging learning experiences, leveraging Figma.
- Ensured Raspberry Pi and mobile device compatibility, significantly enhancing educational access in low-resourced communities (5000+ devices) through tailored content distribution.

PROJECTS & CERTIFICATIONS

[EyeNutrifit](#) *Hackathon Winning Team Project* Oct 2023

- Implemented a full-stack web app, integrating FDA REST APIs with an ML model using Flask, HTML, CSS, and Python for accurate food nutritional analysis in less than 24 hours.

[EPaath](#) *Elearning Modules Developed at OLE Nepal* Nov 2022 - Present

- Led the development of interactive learning modules for 200,000+ users in Nepal, enhancing team efficiency by 50% with HTML, CSS, jQuery, HandlebarsJS, JSON, and XML, while mentoring developers through code reviews.

[E-Pustakalaya](#) *Free and open digital library Supervised at OLE Nepal* Nov 2022 - March 2023

- Established an ML team to develop an intelligent OCR system, enabling the creation of accessible content by transforming scanned documents into editable text.

[Interactive Learning Stories](#) *Free animated children's stories and language games at OLE Nepal* Feb 2021 – May 2021

- Architected a ReactJS framework to develop interactive stories, enhancing engagement through dynamic content.

[Prototyping and Designing Games/ Interaction Design for Learning](#) *with MIT* Feb 2021 – May 2021

- Co-created interactive learning games, covering the full game design lifecycle, with Professor Philip Tan.