Ayush Jain

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EDUCATION

University of California Irvine — Irvine, CA

September 2021 – June 2025

B.S in Informatics, Specialization in Health Informatics

GPA: 3.58 | Dean's Honor List: Fall 2022 - Spring 2024

Relevant Coursework: Human Computer Interactions, Programming with Software Libraries in Python, Advanced Programming in Java, Information Retrieval, User Interaction Software, Boolean Logic and Discrete Structures, Organizational Information Systems, Social Analysis of Computing

WORK EXPERIENCE

ASSA ABLOY — Lake Forest, CA

January 2024 - Present

Lead Researcher

- Leading a 7-person team to implement and publish a responsive Android Application that utilizes a TensorFlow Deep Learning model to analyze live images captured on mobile devices
- Building an eyedrop bottle identifier by labeling 15,000 images to create a dataset in order to train YOLO object detection with Label Studio
- Deployed a local server integration to store JSON packets of critical medical data in order to communicate with mobile devices
- Initialized a Roboflow server with custom dataset and trained model to respond for real-time object detection result calls in mobile application

Biomedical Sciences — Irvine, CA

January 2023 – Present

Lead Researcher

- Leading a 7-person team to implement and publish a responsive Android Application that utilizes a TensorFlow Deep Learning model to analyze live images captured on mobile devices
- Building an eyedrop bottle identifier by labeling 15,000 images to create a dataset in order to train YOLO object detection with Label Studio
- Deployed a local server integration to store JSON packets of critical medical data in order to communicate with mobile devices
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PreSearch — Irvine, CA

January 2024 - March 2024

Front-End Development Intern

- Developed dynamic landing, profile, and applicant pages integrating custom authentication features with Google OAuth using JavaScript, enhancing user experience and security.
- Engineered data synchronization by implementing POST and GET requests for user data, streamlining workflow and ensuring efficient communication between front-end and back-end systems.
- Utilized Heroku to deploy and manage web applications, ensuring scalability and accessibility.
- Created wireframes and hi-fidelity Figma mockups for website pages, showcasing a keen eye for design and usability, and curated an extensive custom color palette to enhance brand identity.

PROJECTS

INF 141 Search Engine Project

November 2023 – December 2023

Developer

- Wrote a Web UI search engine from the ground up that is capable of handling tens of thousands of
 documents or Web pages, under harsh operational constraints and having a query response time under
 300ms.
- Implemented term/inverse document frequency weighting mechanisms to refine search results

Geolocation-Based Tracking App

March 2022

Lead Programmer

• Spearheaded the development of a robust Android application, akin to Life360, emphasizing

- real-time location tracking and authentication functionality
- Enhanced communication with the Google Maps API, enhancing the application's responsiveness and reducing latency, with over 30+ calls/hour
- Engineered secure storage within Google Firebase, fortifying the Android application against potential threats and providing responsive access to user data

SKILLS

- Programming Languages: Java, Python, Kotlin, HTML/CSS, JavaScript, Typescript, SQL (sqllite3)
- Frameworks and Tools: Git/GitHub, Android Studio, Google Firebase, TensorFlow, Roboflow, Label Studio, Burp Suite, Angular, React, Ionic, Figma