

Yash Sanjay Chatim | Software Developer

Location: London

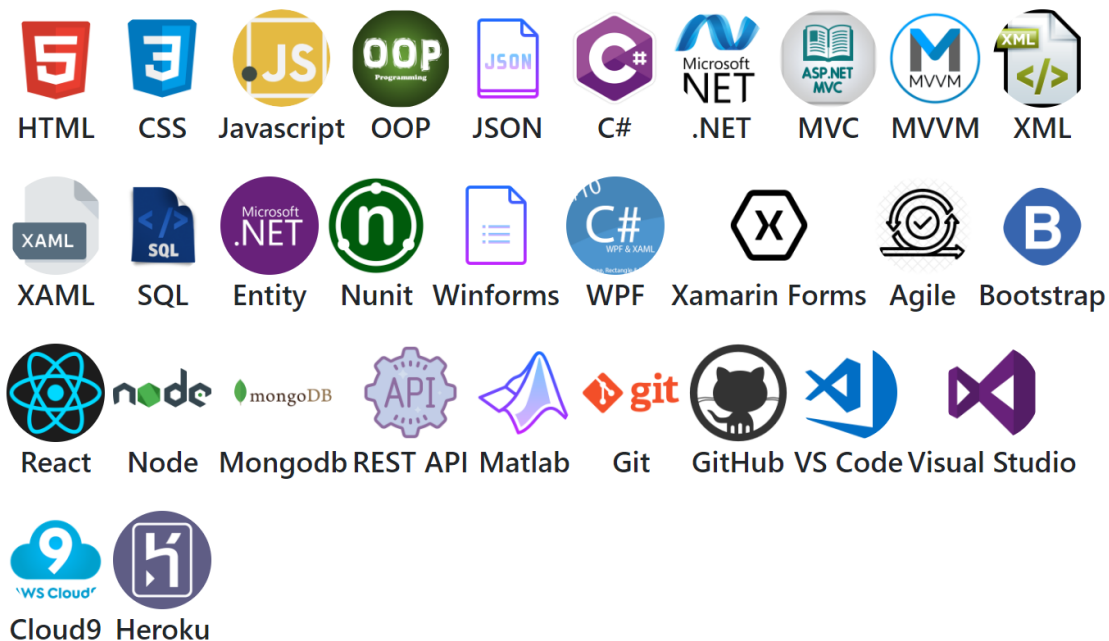
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I am a proficient software developer with knowledge and competency in both frontend and backend. I have 3 years of academic experience in Javascript as well as 2 years in python, C# and Matlab. Additionally, I have 2 years of self-assigned experience working with the entire frontend pipeline which I have demonstrated through independent projects. My passion for development makes me a self-sufficient candidate eager to adapt to up-coming technologies and as such, refining my knowledge and skills further through professional experience.

Technical skills



Projects

- **WarriorX game** – A C# OOP focused two player 2D fighting game in Windows Forms application. The game mechanics include horizontal movement, jumping, punching, kicking and blocking. The aim of the game is to reduce the opponent's health to zero to win.
GitHub - <https://github.com/YashChatim/winFormsWarriorX>
- **League of Legends Database app** – A database application that stores data of his most played characters from a game named League of Legends. The data was then retrieved from the database using Entity Framework and finally displayed in Windows Presentation Foundation (WPF) application.
GitHub - <https://github.com/YashChatim/wpfLeagueDatabase>
- **Sparta Training Room group project** – An e-learning ASP.NET web application similar to Treehouse group with a team consisting of 10 members. The application used MVC (Model-View-Controller) architectural pattern and Razor mark-up syntax to embed server-based C# code, HTML and CSS into web pages. Microsoft's SQL Azure Database was used to host the database in cloud, whereas Bootstrap was used to design the web pages. To build the complex application, the team used scrum as its collaborative agile development framework and distributed their work in sprints. To plan, track and manage their agile, and their application, the team used Jira. Git was used as their version control and GitHub to host their git repositories.
GitHub - <https://github.com/HarryB96/SpartanTrainingRoom>
- **LolZ android app** - An android application with Xamarin Forms which is a cross-platform framework. The application used MVVM (Model-View-ViewModel) software architectural pattern. In this application you can search for an account in League of Legends game which used Riot API depending on the region selected and Summoner name. The Http requests and responses to/from the API was handled through a class called HttpClient. Newtonsoft.Json framework was used to deserialize JSON data from the API and convert it into C# objects.
GitHub - <https://github.com/YashChatim/lolZ>
- **Portfolio Website web app** - A web app created with .NET Core. The application used MVC (Model-View-Controller) software architectural pattern and Razor markup syntax to embed server-based C# code, HTML and CSS into web pages. The website consists of 5 sections i.e. Home, About, Skills, Projects, CV and Contact. Each section has its own Controller. The portfolio website is deployed on Azure and built a CI/CD (Continuous integration/Continuous deployment) pipeline with Azure resources.
GitHub - <https://github.com/YashChatim/portfolioWebsite>

- **Colour Game** – A web-based game focusing on HTML5, CSS3, Javascript, DOM manipulation and event handling.
GitHub - <https://github.com/YashChatim/colorGame>
Demo - <https://yashchatim.github.io/colorGame/>
 - **To-do List App** – A jQuery based app with heavy focus on CSS, animation and effects, bootstrap, and is also responsive.
GitHub - <https://github.com/YashChatim/toDoList>
Demo - <https://yashchatim.github.io/toDoList/>
 - **Movie App** – A node.js and express based app that uses an API which contains movie data.
GitHub - https://github.com/YashChatim/movie_app
Demo - <https://rocky-meadow-59507.herokuapp.com/>
 - **REST Blog App** – A node.js and express based app focusing on RESTful routing, and some semantic UI.
GitHub - <https://github.com/YashChatim/REStBlogApp>
 - **Yelp Camp** – A complete app that uses all the frontend, backend and other technical skills mentioned above apart from Python, C# and Matlab.
GitHub - https://github.com/YashChatim/yelpCamp_v12-Deployed
Demo - <https://blueberry-pudding-25899.herokuapp.com/>
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Soft skills

- Critical thinking
- Problem solving
- Team collaboration
- Leadership
- Patience
- Attention to detail
- Independent
- Friendly and approachable

Qualifications

University: BEng in Aerospace Engineering, The University of Sheffield, Sheffield, 2015 - 2018

A-levels: Mathematics, Physics, Further mathematics and IT at Wembley High Technology College (WHTC), London, 2013 – 2015

Outside of work: You will find me playing, exploring, talking and at times even developing Games! (League of Legends by Riot Games being a personal favourite) To be honest I love my little machine and would be on it 24/7 if I could :D Here's a reel of me messing around with C# in unity:

<https://youtu.be/KZXPCGJRpU>