

Yash 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 around 2 years work experience and 3 years of academic experience in Javascript, as well as 2 years in Python, PHP, 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

| Frontend | Backend | Other |
|-----------------------|----------------------------|-----------------------|
| HTML | C#/.NET/ENTITY | OOP |
| CSS | NUNIT | JSON |
| JAVASCRIPT | WINFORMS/WPF/XAMARIN FORMS | MVC/MVVM |
| BOOTSTRAP/MATERIAL UI | NODE.JS | XML/XAML |
| REACT/VUE | MATLAB | SQL/MYSQL/MONGODB |
| | PHP/MAGENTO | AGILE |
| | | REST API |
| | | GIT/GITHUB/BITBUCKET |
| | | VS CODE/VISUAL STUDIO |
| | | CLOUD9/HEROKU |

Work Experience

Rockar, York, UK

2020 – Present

Software Developer

- Designing front end using Vue.js framework
- Building responsive websites using HTML5, CSS3 along with jQuery and adding dynamic functionality to each module
- PHP for server-side development, Magento as E-Commerce platform
- Writing SQL queries to perform CRUD operations on the database
- Communicating with clients to carry out any necessary bug-fixes
- Working in an Agile environment and taking on priority tasks.

Qualifications

University 2015 – 2018

BEng Aerospace Engineering (Hons)

University of Sheffield, Sheffield, UK

A-levels 2013 – 2015

Mathematics, Physics, Further Mathematics, IT

Wembley High Technology College, London, UK

Independent Projects

- **Colour Game** – A web-based game focusing on HTML5, CSS3, Javascript, DOM manipulation and event handling.
Demo - <https://yashchatim.github.io/colorGame/>
- **To-do List App** – A responsive jQuery based app with heavy focus on CSS, animation, effects and bootstrap.
Demo - <https://yashchatim.github.io/toDoList/>
- **Movie App** – A node.js and express based app that uses an API which contains movie data.
Demo - <https://ymdb-movie-app.herokuapp.com/>
- **REST Blog App** – A node.js and express based app focusing on RESTful routing, and semantic UI.
Demo - <https://my-rest-blog-app.herokuapp.com/blogs>
- **Yelp Camp** – A complete app that uses all the frontend, backend and other technical skills mentioned above apart from Python, C# and Matlab.
Demo – <https://my-yelp-camp-application.herokuapp.com/>
- **WarriorX game** – A C# OOP focused two player 2D fighting game in Windows Forms application.
GitHub - <https://github.com/YashChatim/winFormsWarriorX>
- **LolZ android app** – A cross-platform android app built with Xamarin Forms framework using MVVM (Model-View-ViewModel) software architectural pattern. The Http requests and responses to/from the API was handled through a class called HttpClient, Newtonsoft.Json framework to deserialize JSON data from the API and convert it into C# objects.
GitHub - <https://github.com/YashChatim/lolZ>

- **League of Legends Database app** – A database app that stores data retrieved from the database using Entity Framework and finally displayed in Windows Presentation Foundation (WPF).
GitHub - <https://github.com/YashChatim/wpfLeagueDatabase>
 - **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 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>
 - **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>
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Soft skills

- Critical thinking
 - Problem solving
 - Team collaboration
 - Leadership
 - Patience
 - Attention to detail
 - Independent and Reliable
 - Friendly and approachable
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Outside of work: I enjoy partaking in anything competitive, whether it is sports or multiplayer video games. (League of Legends by Riot Games being a personal favourite). You will at times even find me developing Games. Here's a reel of me messing around with C# in unity: <https://youtu.be/KZXPCGJRrpU>